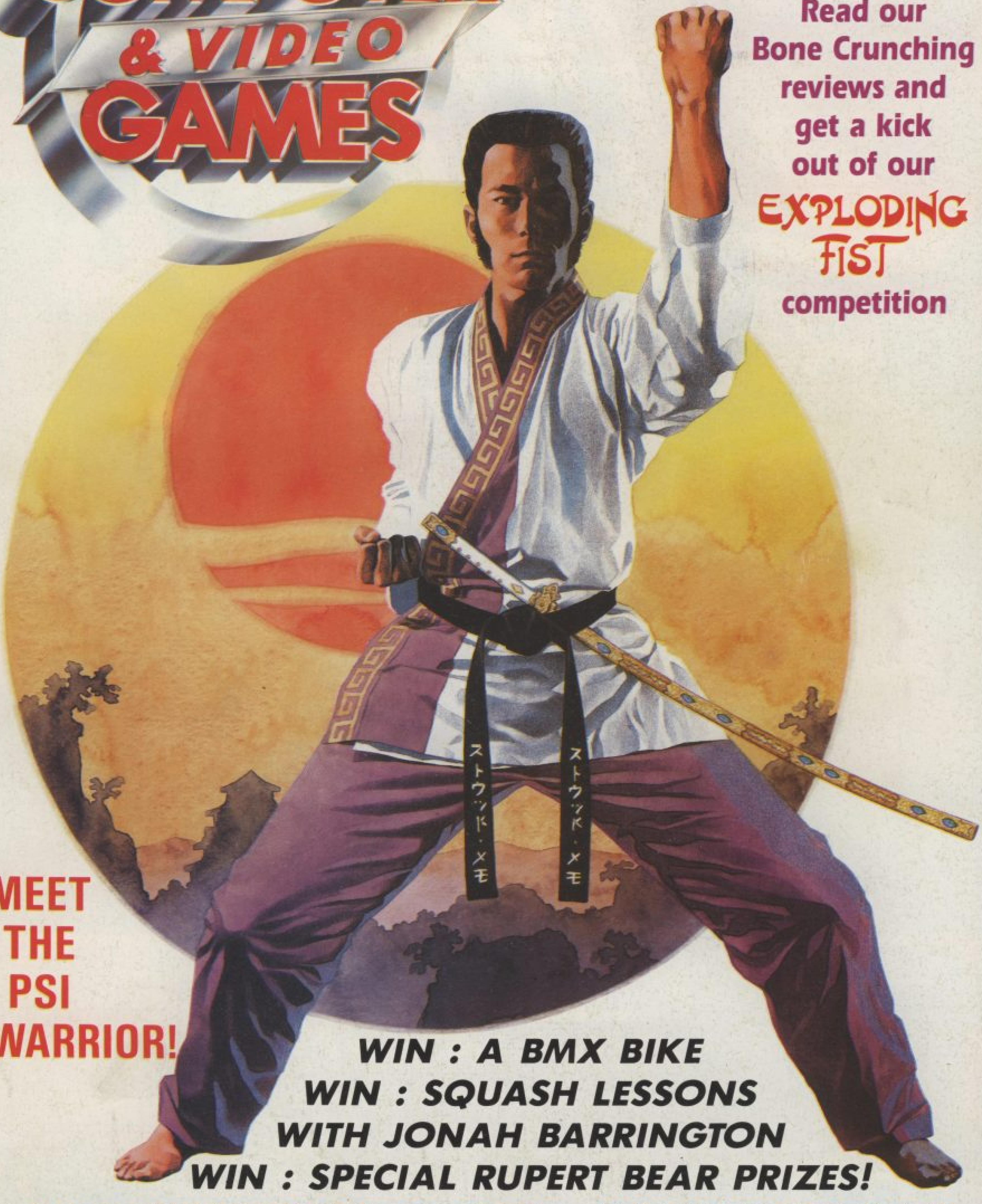
SEPTEMBER 1985
95p
S$4.70
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COMPUTER & VIDEO GAMES

MARTIAL ARTS MANIA

Read our Bone Crunching reviews and get a kick out of our EXPLODING FIST competition



MEET THE PSI WARRIOR!

WIN : A BMX BIKE
WIN : SQUASH LESSONS WITH JONAH BARRINGTON
WIN : SPECIAL RUPERT BEAR PRIZES!

STEVE TURNER'S ASTRO CLONE : EXCLUSIVE PREVIEW


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CONTENTS



Cover: Stephen Gulbis
This issue we've gone in for martial arts in a big way! Turn to page 6.

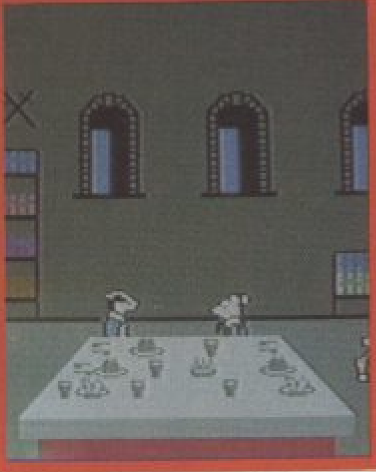
NEXT ISSUE ON SALE 16th SEPTEMBER

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Tim Metcalfe
Deputy Editor
Paul Boughton
Editorial Assistant
Lesley Walker
Staff Writer
Seamus St. John
Designer
Brian Cookman
Production Editor
Mary Morton
Adventure Writer
Keith Campbell
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Sean Brennan
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Melanie Paulo
Publisher
Rita Lewis
Editorial and Advertisement Offices:
Priory Court, 30-32 Farringdon Lane
London EC1R 3AU
Tel: 01-251 6222

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FEATURES



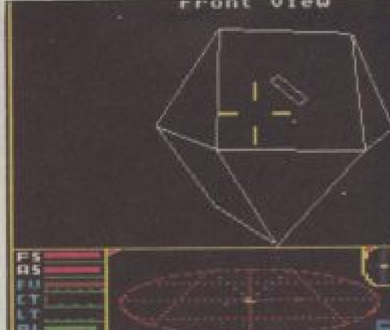






LISTINGS

NEWS AND REVIEWS



Game of the Month
Elite



Johnny Jones, modern day hero and explorer extraordinaire, has finally discovered the lost Temple of Abu Simbel, built by the great Pharaoh Ramses II over 3000 years ago.
In frenzied desperation he enters this secret world and is drawn into a frightening adventure, threatened by the Pharaoh's curse, in constant danger until he can reach the inner mortuary chamber.





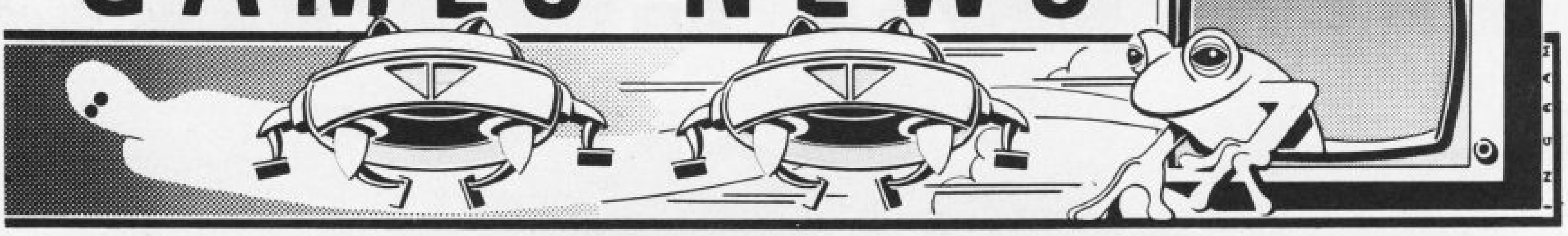


SPECTRUM 48K £7.95

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

Gremlin Graphics

G·A·M·E·S N·E·W·S



DATASOFT PREPARE NEW RELEASES

Datasoft, the producers of games of the calibre of *Bruce Lee* and *Zaxxon*, have a new range of programs ready to be released in Europe which look set to cause a stir.

The first two are conversions of successful arcade games — *Pole Position II* and *Elevator Action*.

Pole Position II is a Formula 1 racing simulator which is a highly enhanced version of its predecessor. It also includes a "designer feature", which allows you to build your own personalized race track.

Elevator Action, a conversion of the Taito climbing game, places you in the shoes of agent Otto — your mission is to gather as many secret documents as you can from a 30 storey building before you escape from the basement.

Datasoft are also releasing *The Goonies*, a game based on the forthcoming Stephen Spielberg film and a game titled *Alternate Reality*.

Goonies and *Zorro* will be available on the Spectrum, Amstrad, Atari and Commodore 64. *Pole Position, Elevator Action* and *Alternate Reality* will be released on the Commodore 64 and Atari. All the programs will be priced at £9.95, except *Alternate Reality* which will sell for £14.95 on disc only.

WINNERS

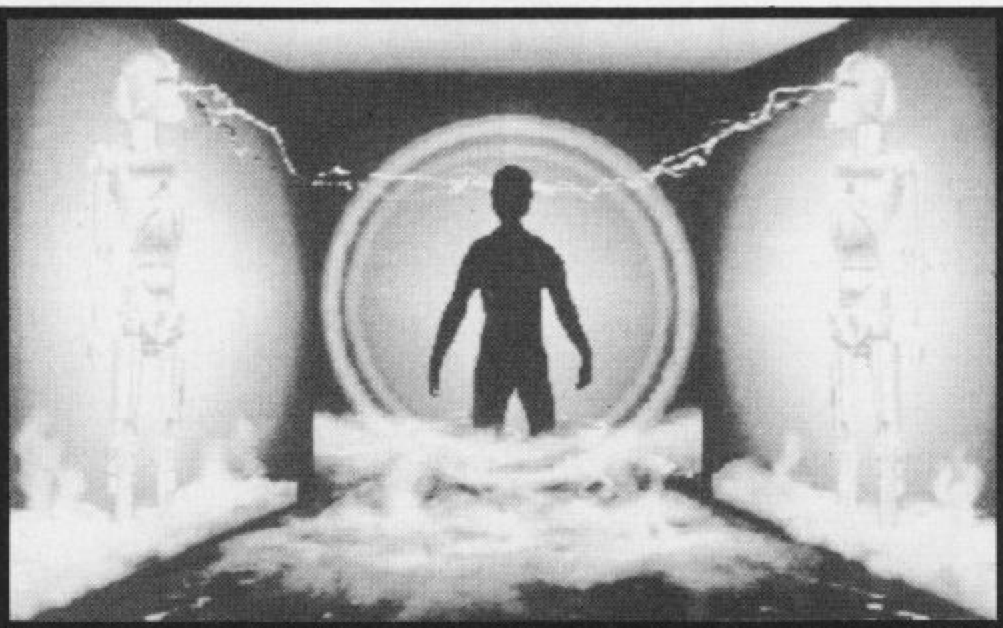
THE WRECK

The winner of our Wreck competition is Nigel Parsons from Cardiff. He will be receiving an MSX computer from Electric Software in the near future. 100 runners up will each receive a copy of the game. A full list of the runners up can be obtained from the *C&VG* office.

PITSTOP II

Three winners in our Pitstop II competition win tickets to the BRITISH GRAND PRIX, courtesy of CBS. The first two win tickets plus pit passes and the third winner receives tickets to see the race itself. They are: **Colin Tam,** Bucks; **Paul Sidney,** Tynemouth; and **Mark Walton,** W Sussex.

Twenty runners up received prizes of software/records or audio cassette. A full list of the runners up is available from the *C&VG* office.



Many moons ago *C&VG* presented a feature about M.U.D., a giant interactive adventure game played down the phone lines by addicts at Essex University.

Soon everyone will be able to enter the Multi User Dungeon thanks to British Telecom. All you'll need is a modem add-on for your micro — and M.U.D. will be available to almost every micro under the sun!

Once you enter the world of M.U.D. you'll find yourself up against human opponents who can often prove irritatingly unpredictable! Not like a normal computer adventure game where logic — usually — rules. Watch out next month for a great M.U.D. competition.

THE GOLDEN SUNDIAL OF PI!



Finally! The Pi-Man has come out of the closet to present the Golden Sundial of Pi to a couple of female Pimaniacs who managed to unravel the mystery of Pimania! They solved the world's longest running computer puzzle by being at Hindover Hill in Sussex on July 22nd. Sue Cooper and Lizi Newman of Ilkley endured the frightening sight of the Pi-Man in broad daylight to collect the sought-after Golden Sundial! More news from Keith Campbell next ish!

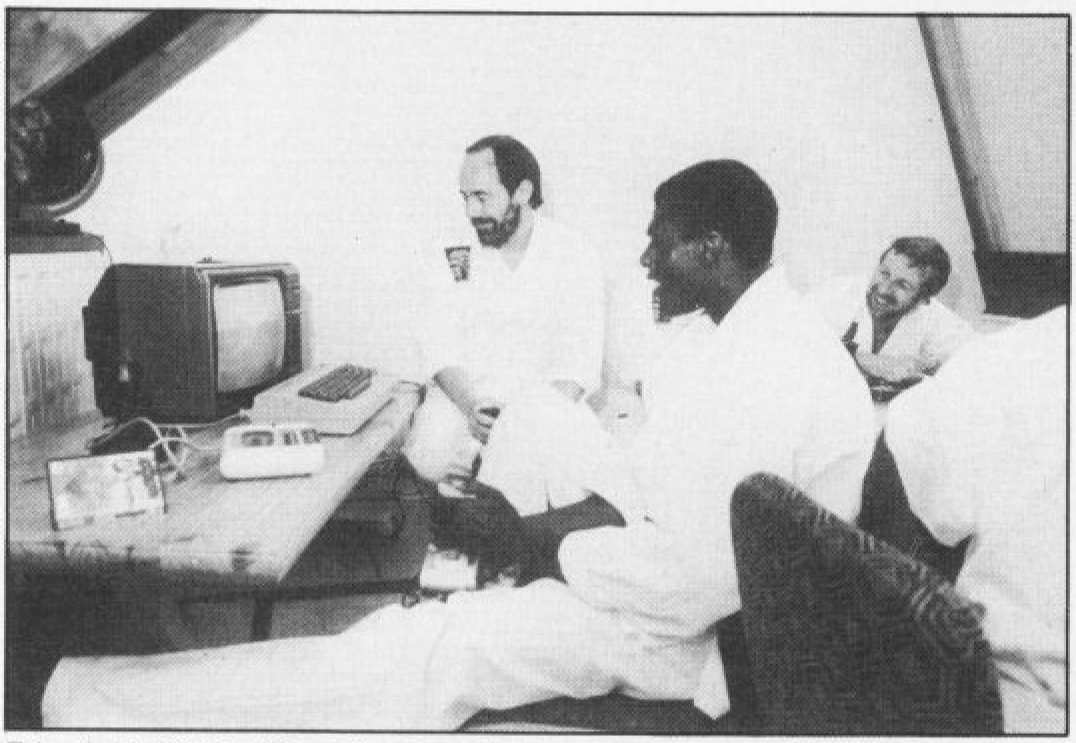
● It's not often we advertise other magazines in *C&VG* — but we're making an exception for *Microsoftware Magazine*. Strictly speaking it's not a magazine in the real sense of the word because it comes on tape.

But it's still packed with interesting features, articles and utilities and all for just £2.99 per issue.

The latest edition of the magazine features a Quilled adventure game, reviews, Cheats Corner full of good POKES, letters and much more.

If you own a Spectrum and want to get hold of *Microsoftware Magazine* write to Infinite Software, 73 Alcester Road, Moseley, Birmingham.

THE EXPLODING COMPETITION



Take that! C&VG editor, Tim Metcalfe, stuns World Karate Champion Jeoffrey Thompson with his unique style of combination karate punches.

Get into some martial arts action with this fast and furious *The Way of the Exploding Fist* competition brought to you by *Computer & Video Games Magazine* and Melbourne House.

The winner (plus one other) will visit Melbourne House in London, go out for a meal, meet Jeoffrey Thompson, World Karate Champion 1982-84, and visit an exhibition of karate.

The time, day and date of the visit will be arranged between Melbourne House and the winner.

The 30 runners-up will each receive a copy of *The Way of the Exploding Fist* which is available for the Commodore 64, Spectrum and Amstrad.

To enter the competition, answer the following four questions and send your answers with the coupon to *The Way of the Exploding Fist Competition, Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

So dash off to your local library and look up the facts that could put you in with the martial arts action, and a chance to meet one of Britain's world class sporting heroes.

The closing date is September 16 and the editor's decision is final.

1 How many times has Great Britain won the world team karate title?........

....

2 Name the years..............................

....

3 How many members make up a team?..

4 How long does an international karate bout last?...

....

5 Karate and judo are probably the best known of the martial arts. Name four others..

....

....

C&VG/MELBOURNE HOUSE THE WAY OF THE EXPLODING FIST COMPETITION

Name..

Address..

....

....

Enter — the martial arts game. Fists and feet of fury are all the rage this summer.

Computers all across Britain are at this very moment suffering from a severe bout of violence as ferocious contests are played out.

So, with a mighty yell, *C&VG* leaps into the combat arena to take a look at some of the leading contenders in the martial arts stakes.

CRASH! *The Way of the Exploding Fist* (£9.95 Melbourne House) is clearly in the lead at the moment, combining fast and furious action with player skill. The game is set at a tournament where you have to improve your fighting skills and eventually attain the position of Shaolin monk. The game is endorsed by Jeoffrey Thompson, the World Karate Champion 1982-84. He said: "I didn't think I would find anyone to match me, but *Exploding Fist* gave me my hardest fight yet."

BANG! US Gold's *Bruce Lee* (£9.95) has been around for some time but is still going strong. The Kung Fu hero has to run, jump, kick and chop his way through 20 screens defended by Ninja Soldiers and the indestructible Green Yamo.

WALLOP! English Software is poised to unleash *Chop Suey* onto the public (Atari £12.95 cassette/£12.95 disc.) It features smooth animation and a strength gauge as the players battle it out. And there are surprise opponents which give it an extra sting in the tail.

CRUNCH! System 3 Software is limbering up its karate game, *International Karate* (Spectrum, CBM 64, Atari and Amstrad £6.50).

The action takes place in front of five international backdrops — London, Sydney, Rio, Egypt and New York. Each animated figure will have 16 movements. It is also planned to include speech where the tournament judge will tell the players to begin, stop and announce the winner. At £6.50, *International Karate* promises to be excellent value.

System 3 is also planning to release *The Last Ninja* (again £6.50), an arcade adventure set over 500 screens. It follows the progress of a Ninja who battles to prevent a Shogun attaining immortality.

If after playing the various martial arts games you fancy having a go at the real thing — be warned! These sports can be very dangerous and could result in serious injury for the untrained.

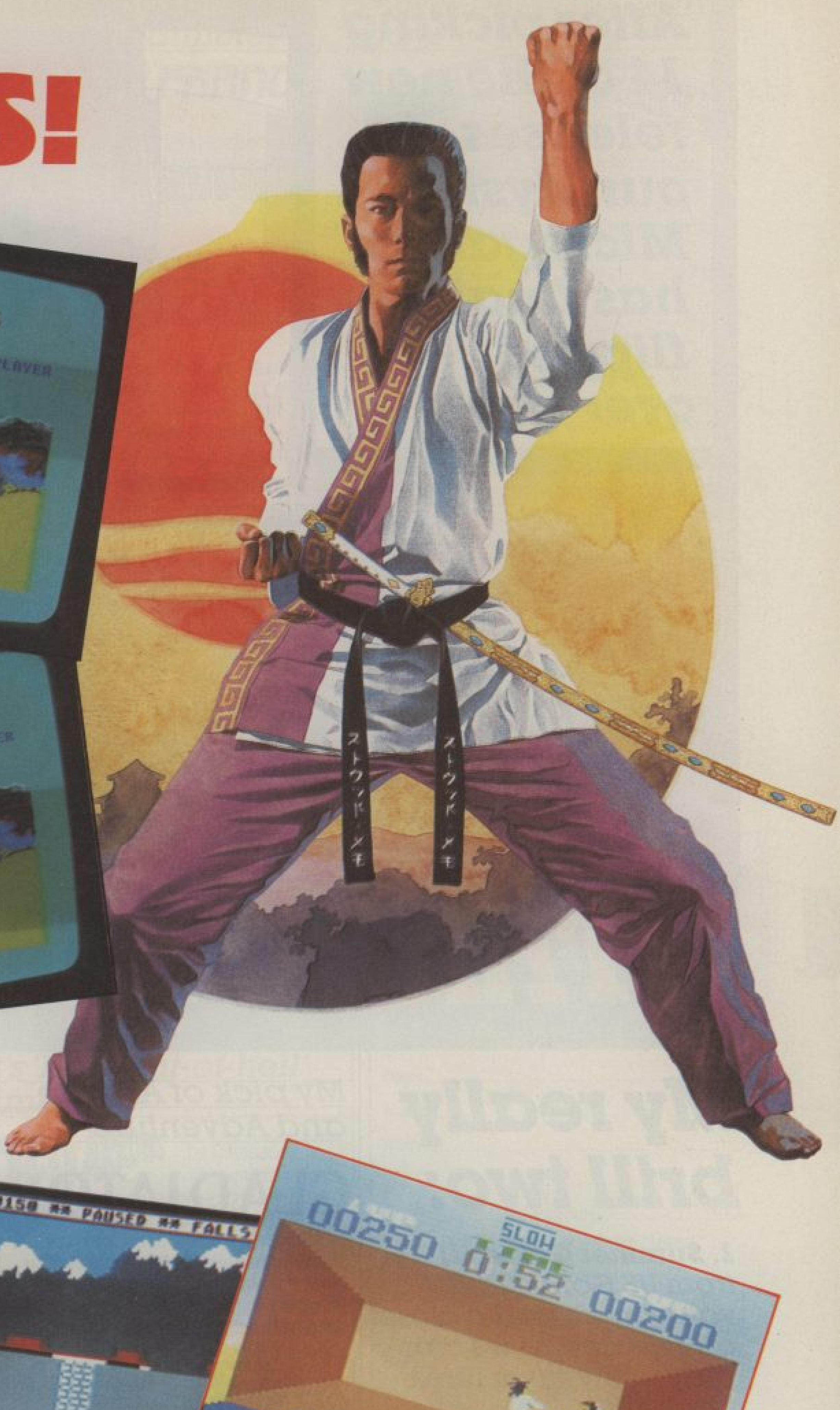
The best thing to do is contact one of the various controlling bodies for the individual sports and ask them to recommend a good club to join.

FISTS!





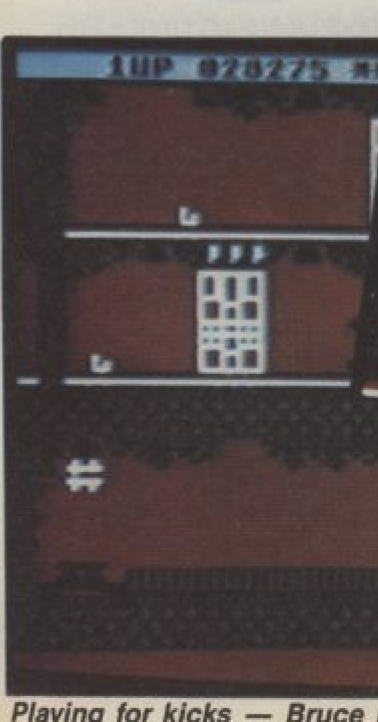
Furious action from Way of The Exploding Fist





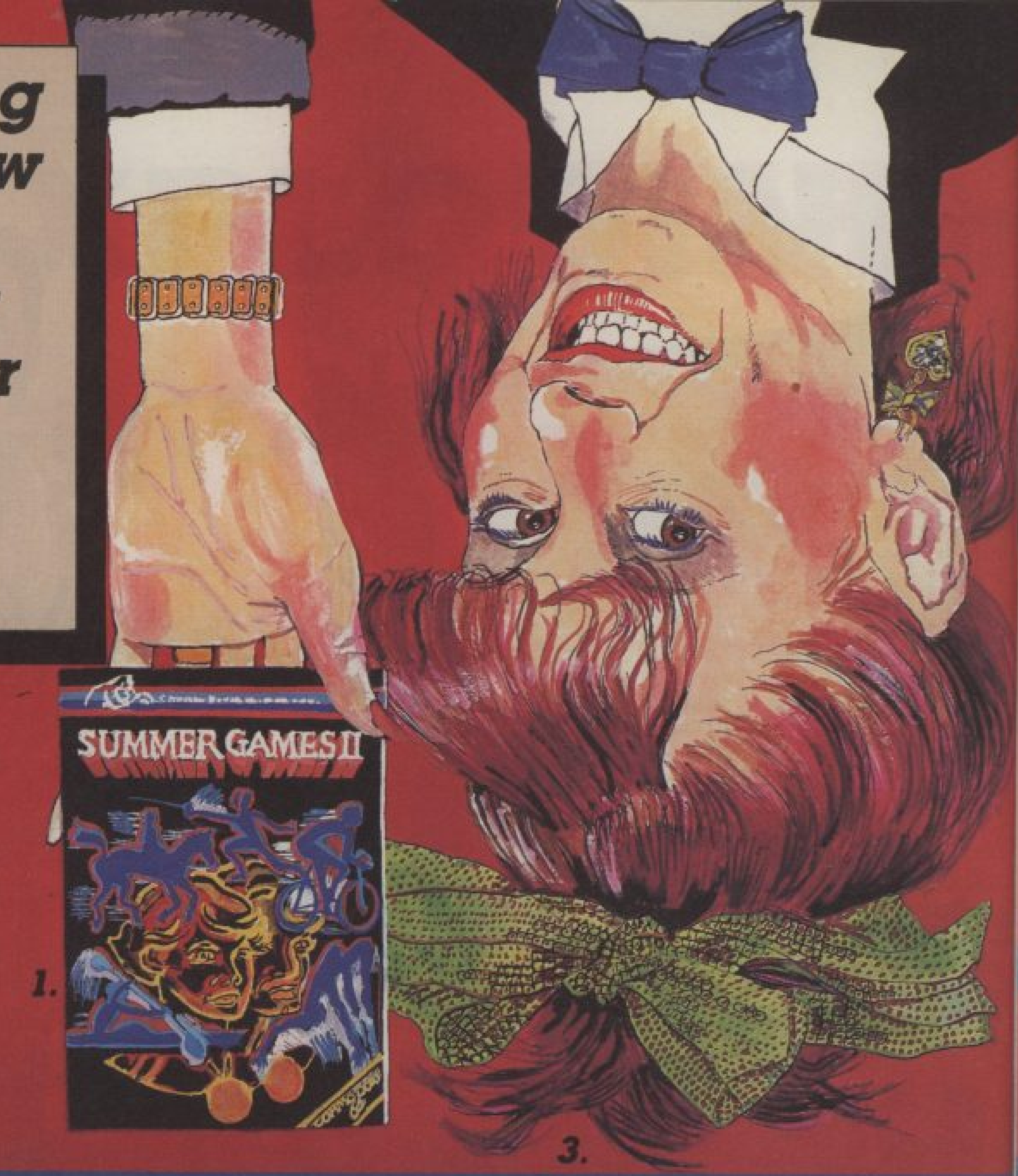


Get your teeth into Chop Suey



Playing for kicks — Bruce Lee

After picking 14 of the new releases, our Mystery Microgamer has finally flipped over two…



'Three of a kind, O.

My really brill two:

1. Summer Games II *from US Gold. I'm a value freak and a closet athlete and now I can play in my silver lurex tracksuit!*

2. Sparklers Special *from Sparklers – 'cause this way I get four absolutely triff games for the price of one!*

3. Just Mystery Me!

My pick of Arcade and Adventure

GLADIATOR

by Microgen

This is Roman arena 'Hail Caesar stuff'. Slay or be slain in 15 very gory contests. Plus gambling for your life. Even worse than a series with Lenny Henry. Well, almost.

Spectrum 48K £7.95

DYNAMITE DAN

by Mirrorsoft

I warn you – your mind and everything else – is going to be *blown!* I mean boom, boom. Believe me, these are horribly impossible puzzles, only *so* good. And really special graphics that keep you jumping all the way through.

Spectrum 48K £6.95
Amstrad £7.95

Quake MINUS 1

by Monolith

You look like a recruit for the Robot Liberation Front – they only take weirdos like us! All we have to do is demolish the undersea Titan power plant and sort of bust up the world with quakes and tidal waves, OK ya?

Commodore 64 £9.95

TERRORMOLINOS

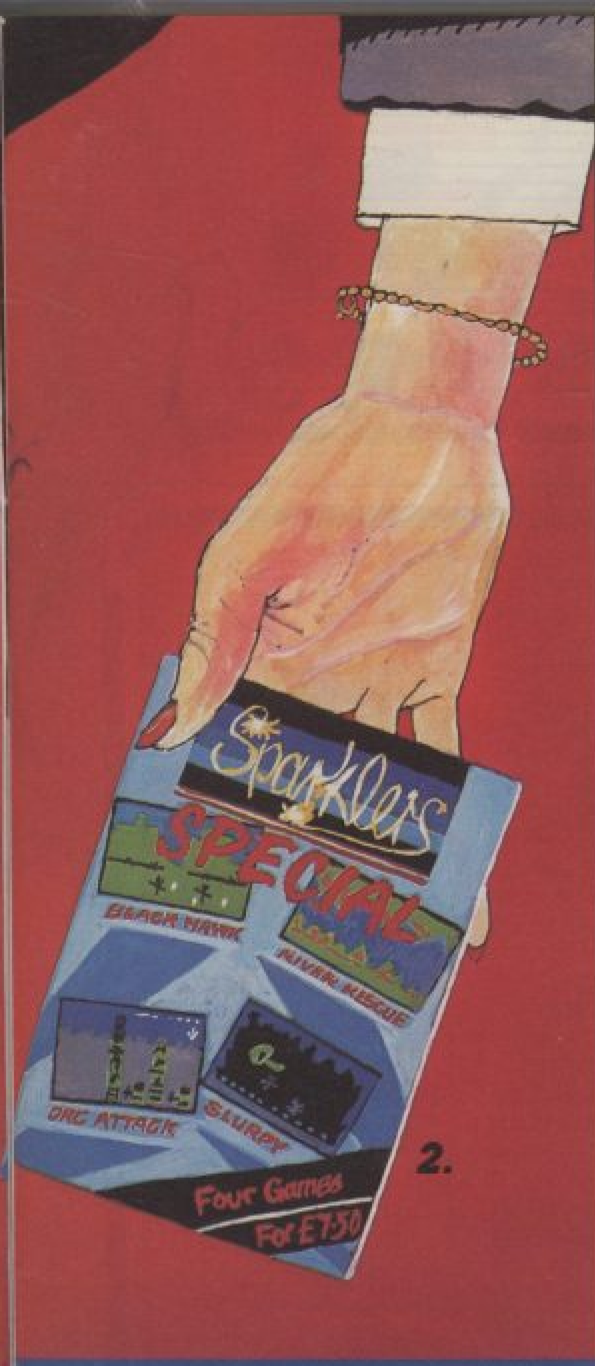
by Melbourne House

This is the Costa Blanca gone stark staring bonkers. To survive the disasters of this utterly ugh family holiday you have to enter a saucy postcard world. To escape, you have to look snappy – literally – by bringing back 10 photos that prove you were there!

Versions for most machines £7.95

THORN EMI Computer Software

International Micro Software Division



.K ya?'

JUGGERNAUT by CRL

From the micro-makers of the Rocky Horror Show comes this 'rocky road show'. You drive a giant articulated lorry through roads and blockages you won't believe.

Spectrum 48K **£7.95**

SPARKLERS SPECIAL

by Sparklers

How did they cram so much in? Like *Slurpy* the greedy-guts who guzzles Glowbugs and other similar yuk. Like *Orc Attack* with you defending your castle against plebs. Like *Black Hawk* the ultimate combat plane with 30 levels of play. And like *River Rescue* with you in the speedboat trying to save scientists, as if you'd bother!

Commodore 64 — 4 games **£7.50**
Spectrum 48K

Something for you armchair athletes

TOUR DE FRANCE

by Activision

After 16 gruelling Stages round scenic France, you may never face a saddle or a yellow jersey again. If you're certain your joystick skills are 'formidable' – get pedalling!

Commodore 64 **£9.99**

INTERNATIONAL BASKETBALL

by Elite

Are you ready to jump, block and steal? Twist in mid-air? Go for basket after basket against 3 opponents through 9 skill levels from the utterly pathetic to Harlem Globetrotter? You *are?*

Spectrum and Amstrad **£5.99**

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time, right? There's soccer and snooker, there's shooting and potting. Both need skill and timing plus a joystick plus 32K ram. Now go spot the ball!

Atari 32K **£8.95**

SUMMER GAMES II

by US Gold

Stage your own Olympics! With 1-8 players and eight events, practice sessions *before* the real thing, then Ceremonies, National Anthems – the lot! You'll be as flakers as me after cycling, fencing, kyaking, high and triple-jumping, rowing, javelin and riding. Really, really good.

Commodore 64 **£9.95**

It's 'bats-out-of-hell' time!

RED ARROWS by Database

They call this flight simulation – *stimulation* more like! You get 3D on the graphics and 6G on the aerobatics. RAF pilots helped write this program. For most micros.

Cassette **£8.95**
Disk versions **£11.95 and £12.95**

ARNHEM

by CCS

This is actually more risky than a Harrods Sale – really. Just like 1944 in the second world war, you're in a tactical wargame, parachuting behind enemy lines to snaffle vital bridges and let the Allied Forces through. 1 or 2 can play.

Spectrum 48K + **£8.95**
Amstrad version **£9.95**

Super plays for rainy days!

SOUTHERN BELLE

by Hewson Consultants

Bet you can't get your steam train through 24 stations with enough water and coal left to get you to Brighton on time. What with signals, tunnels and other snags, by the time you arrive you'll be steaming!

Spectrum ZX 48K **£7.95**

Trivia by Anirog

This iz a quiz! The computer rolls the dice and asks the questions in 6 categories – one or two of which even bone-heads can answer. Nearly 2000 questions and most of them really silly.

Versions for most machines **£9.95**

Win

IDENTIFY THIS MONTH'S MYSTERY MICRO-GAMER AND WIN A 2-PACK PROGRAM PRIZE – TEN MUST BE WON!



If you know her name, send this coupon back to us, not later than 7th September 1985. The first ten correct entries drawn will each receive *Summer Games II* and *Sparklers Special*.

I say the Mystery Microgamer is ______

Send me your latest full list of software programs

Name ______

Machine ______

Address ______

______ Postcode ______ CV9

Send to: Thorn EMI Computer Software, Mystery Microgamer Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants. GU1 7NU.

Last month's Mystery Microgamer was **Kenny Everett**

10 prizes are on the way

Stephen Martin, London
Ian Williams, Caernarfon
J R Barnsley, Stafford
Nick Withey, Swindon
Jonathan Maycock, Newcastle upon Tyne
D Kirby, Greenford
Geoff Bedford, Mellor
Christian Mead, High Wycombe
Lee C Gomm, Berkhamstead
Patrick Oliver, Birmingham



All games featured above are available from Laskys, WH Smith and other good software stores.

MIRRORSOFT

SEPTEMBER SIZZLERS



BOULDER DASH

One of the great classic games of all time is now available to even more of you – Amstrad and Atari owners everywhere can now experience the ultimate underground journey.

Search through the 16 caves, each with 5 levels of difficulty, and collect as many jewels as quickly as possible. Don't forget to block the amoebas, transform the butterflies, or outmanoeuvre the fireflies – or you'll never get out alive!

Available September 5th

Amstrad CPC464 and Atari 48K versions back-to-back on one tape at £9.95.

ASHKERON!

'Ashkeron is something for everyone: a complex, challenging, witty game for the adventurer, and its got pretty pics for the zap'em crowd. An excellent game – buy it!' – *Home Computing Weekly*

'It is highly professional, sophisticated software... in its walls lies a challenge everyone will find interesting and rewarding' – *Crash Micro*

'This game gets my royal assent' – *Your Spectrum*

'A charming graphic adventure' – *MicroScope*

Available now for
Amstrad CPC464 £6.95
Spectrum 48K £5.95

With built-in competition!



MIRRORSOFT

Maxwell House, 74 Worship Street, London EC2A 2EN
Trade orders to: Purnell Book Centre, Paulton, Bristol BS18 5LQ

The 8th Personal Computer World Show

THE CHARTS

Compiled by Gallup

THIS MONTH	LAST MONTH		*MACHINE	MANUFACTURERS	WEEKS IN CHARTS
1	0	WAY OF THE EXPLODING FIST	CO	MELBOURNE HOUSE	0
2	0	HYPERSPORTS	SP CO AM	IMAGINE	0
3	1	SOFT AID	SP CO	VARIOUS	16
4	0	ELITE	CO BB EL	ACORNSOFT	0
5	24	CAULDRON	SP CP	PALACE	32
6	0	ROCCO	SP	GREMLIN GRAPHICS	0
7	0	JET SET WILLY 2	CO SP	SOFTWARE PROJECTS	0
8	6	COMBAT LYNX	SP BB AM CO EL	DURELL	28
9	9	ACTION BIKER	CO SP	MASTERTRONIC	0
10	2	SPY HUNTER	SP CO	US GOLD	14
11	14	ROCKY HORROR SHOW	CO AM	CRL	39
12	11	DALEY THOMPSON'S DECATHLON	CO AM SP	OCEAN	11
13	0	SPY VS SPY	SP CO	BEYOND	0
14	7	ALIEN 8	SP CO AT BB AM	ULTIMATE	28
15	4	WORLD SERIES BASEBALL	SP CO	IMAGINE	36
16	0	VIEW TO A KILL	SP CO	DOMARK	0
17	13	GREMLINS	CO SP BB EL	ADVENTURE INTERNATIONAL	39
18	16	PITSTOP 2	CO	EPYX/US GOLD	17
19	3	SHADOWFIRE	SP CO	BEYOND SOFTWARE	13
20	17	GHOSTBUSTERS	CO AM	ACTIVISION	10
21	5	KNIGHT LORE	SP BB AM	ULTIMATE	12
22	23	FINDERS KEEPERS	SP BB	MASTERTRONIC	11
23	8	BRUCE LEE	SP	US GOLD	11
24	25	AIR WOLF	SP	ELITE	20
25	0	DUN DARACH	SP	GARGOYLE	0
26	0	JET SET WILLY	CO AM	SOFTWARE PROJECTS	0
27	0	INTERNATIONAL TENNIS	CO	COMMODORE	0
28	0	BEACH HEAD	CO AM	US GOLD	0
29	27	BMX RACERS	SP CO	MASTERTRONIC	27
30	22	INTERNATIONAL BASKETBALL	CO SP CI	IMAGINE	20

COMMODORE C64 TOP 10

1	WAY OF THE EXPLODING FIST	MELBOURNE HOUSE
2	ELITE	FIREBIRD
3	SOFT AID	VARIOUS
4	PITSTOP 2	EPYX/US GOLD
5	INTERNATIONAL TENNIS	COMMODORE
6	INTERNATIONAL BASKETBALL	COMMODORE
7	DAMBUSTERS	US GOLD
8	ACTION BIKER	MASTERTRONIC
9	KIK START	MASTERTRONIC
10	IMPOSSIBLE MISSION	EPYX/US GOLD
11	GRAHAM GOOCH TEST CRICKET	AUDIOGENIC
12	VIEW TO A KILL	DOMARK
13	SHADOWFIRE	BEYOND SOFTWARE
14	FINDERS KEEPERS	MASTERTRONIC
15	ROCKY HORROR SHOW	CRL
16	CAULDRON	PALACE
17	ENTOMBED	ULTIMATE
18	THEATRE EUROPE	PSS
19	DROP ZONE	US GOLD
20	THING ON A SPRING	GREMLIN GRAPHICS
21	GREMLINS	AD INTERNATIONAL
22	ROCKFORD'S RIOT	MONOLITH
23	IAN BOTHAM'S TEST CRICKET	TYNESOFT
24	BRUCE LEE	US GOLD
25	SPY HUNTER	US GOLD
26	DALEY THOMPSON'S DECATHLON	OCEAN
27	WORLD SERIES BASEBALL	IMAGINE
28	TALLADEGA	AUDIOGENIC
29	GHOSTBUSTERS	ACTIVISION
30	POLE POSITION	US GOLD

SPECTRUM TOP 10

1	HYPER SPORTS	IMAGINE
2	ROCCO	GREMLIN GRAPHICS
3	SOFT AID	VARIOUS
4	CAULDRON	PALACE
5	JET SET WILLY 2	SOFTWARE PROJECTS
6	SPY VS SPY	BEYOND
7	SPY HUNTER	US GOLD
8	WORLD SERIES BASEBALL	IMAGINE
9	GLASS	QUICKSILVA
10	BRUCE LEE	US GOLD
11	ROCKY HORROR SHOW	CRL
12	ACTION BIKER	MASTERTRONIC
13	NODES OF YESOD	ODIN
14	STARION	MELBOURNE HOUSE
15	VIEW TO A KILL	DOMARK
16	BUCK ROGERS	US GOLD
17	SHADOWFIRE	BEYOND
18	DUN DARACH	GARGOYLE GAMES
19	TAPPER	US GOLD
20	DYNAMITE DAN	MIRRORSOFT
21	FINDERS KEEPERS	MASTERTRONIC
22	JET SET WILLY	SOFTWARE PROJECTS
23	DALEY THOMPSON'S DECATHLON	OCEAN
24	ALIEN 8	ULTIMATE
25	NON TERRHQUDOUS	MASTERTRONIC
26	GYRON	FIREBIRD
27	GREMLINS	ADVENTURE INTERNATIONAL
28	MATCH DAY	OCEAN
29	HERBERT'S DUMMY RUN	MIKROGEN
30	EMPIRE FIGHTS BACK	MASTERTRONIC

AMSTRAD TOP 10

1	BEACH HEAD	OCEAN
2	STARSTRIKE 3D	REALTIME
3	DALEY THOMPSON'S DECATHLON	OCEAN
4	KNIGHT LORE	ULTIMATE
5	GHOSTBUSTERS	ACTIVISION
6	DUN DARACH	GARGOYLE GAMES
7	COMBAT LYNX	DURELL
8	ALIEN 8	ULTIMATE
9	ROCKY HORROR SHOW	CRL
10	JET SET WILLY	SOFTWARE PROJECTS

*SP = SPECTRUM
CO = COMMODORE
BB = BBC
EL = ELECTRON
C1 = C16
AM = AMSTRAD
MX = MSX
AT = ATARI
DR = DRAGON
V2 = VIC20
Z8 = ZX81
OR = ORIC

CAN YOU WAIT ANY LONGER?

Isn't it frustrating? There are still four short weeks before your favourite games magazine becomes even more colourful, brings you even more exclusives, loads of reviews, huge screen shots and maps and hints by the sackload.

"But, we've been so patient", you're saying. All right, just a sneak preview of the brilliant October issue.

From the company that brought you *The Hobbit* — the game we predict as the number one adventure for Christmas — comes "The Lord of the Rings". *C&VG* has an exclusive review thanks to the author, Philip Mitchell.

PLUS... *FREE* colour pull-out poster of the BUG HUNTERS, the new *C&VG* computer heroes.
SHATTER — a new computer cult taking the States by storm.
What is M.U.D.? And how can you win a M.U.D. pack?

PLUS... [That's enough, you'll have them salivating all over the pages! ED].

YOU HAVE BEEN WARNED!

COMPUTER +VIDEO GAMES

COMPUTER +VIDEO GAMES

COMPUTER

THE NEW LOOK OCTOBER ISSUE ON SALE SEPTEMBER 15th.

THE C+VG T-SHIRT OFFER



Guaranteed to attract admiring glances from the opposite sex!

The smart *C&VG* readers amongst you have already collected last month's coupon, which means you only have to send £3.50 plus your two coupons [no photocopies please] to the address below.

Those of you who bought another magazine last month or spent your hard earned 95p on an extremely large bar of Toblerone or some other frivolous item, will have to send £4.50.

OR, because we are extremely kind, get hold of coupon No 3 in October to get £1 OFF.

Either way this T-shirt just has to be yours!

I enclose coupons 1 and 2, and a cheque/postal order for £3.50. ☐ tick box

I enclose coupon No. 2 and a cheque/postal order for £4.50 ☐ tick box

T-shirt required. Medium 36"-38" ☐
Large 38"-40" ☐

Name ....

Address ....

....

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STOP PRESS . . . STOP

To coincide with the launch of our Psi Warrior strip, Beyond software are offering you lucky Commodore 64 owners "Psi Warrior" at only £1.99. Simply keep this coupon below, and look out for the one next month.

PSI-WARRIOR
C+VG
COUPON NO. 1





ATARI ST

ATARI 520ST

POWER WITHOUT THE PRICE

THE NEW ATARI 520ST

Under the new leadership of Jack Tramiel (former boss and founder of Commodore Business Machines), Atari Corporation have marked their entry into the world of business/personal computers with a machine which leaves the competition standing. Tramiel's slogan 'Power Without the Price' has been implemented in the manufacture of the new 512K Atari 520ST colour computer which offers the user amazingly high performance at an incredibly low price. Launched as a work-station, this new system incorporates seven software packages as well as the 520ST computer with 512K RAM, mouse controller, high resolution monochrome monitor (640x400), 95 key keyboard (with 18 key numeric keypad), MIDI interface, GEM and a 500K 3½ inch disk drive, all for the package price of only £651.30 (+VAT = £749). Dubbed the 'Mac beater' and the 'Jackintosh' (after Atari's Chief, Jack Tramiel), Atari's new machine has been directly compared with the Apple Macintosh RRP £2595 (+VAT = £2985) which offers similar features and capabilities but at a much higher price. Favourably reviewed by the UK's highly critical specialist computer press, the 520ST is likely to make a great impact in this country as a sophisticated alternative to an IBM PC, APRICOT or APPLE MACINTOSH. Unlike its overpriced competitors, the Atari 520ST can be linked up to a colour monitor to unleash a choice of up to 512 colours. The addition of colour brings out the full potential of graphics packages such as GEM.

USER FRIENDLY GEM OPERATING SYSTEM

The power of the ST is harnessed and made user friendly by the new operating system 'GEM' from Digital Research. GEM stands for Graphics Environment Manager and allows a user friendly colour or B/W graphics interface which closely resembles that of the Macintosh. This similarity extends to the use of moveable resizeable windows, icons to represent objects such as disks and disk drives, and the use of pull down menus and a mouse. The advantage of all this is that the computer becomes extremely easy to use. GEM has now been implemented for the Acorn, ACT, Atari, IBM, ICL, and Olivetti. Software written for GEM on one computer should also run under GEM on another computer. This will enable the market to quickly produce a large library of standard interchangeable software.

FREE SOFTWARE AND FUTURE EXPANSION

The Atari 520ST comes supplied with seven free software packages as listed below: 1) TOS -Tramiel Operating System based on CPM 68K. 2) GEM Graphics Environment Manager by Digital Research (DR) giving a WIMP (Window, Icon, Mouse, Pull down menu) environment. 3) DR GEM Paint for creating graphics masterpieces. 4) DR GEM Write for word processing. 5) Logo learning language to enable you to write your own programs easily using turtle graphics. 6) DR Personal Basic a powerful user friendly version of the Basic programming language. 7) BOS operating system giving you access to dozens of business applications packages already available on the market. Designed with future expansion in mind, the ST also features a host of different interfaces to the outside world and an impressive list of accessories is planned. Atari will soon be releasing a 1000K (1MB) 3½ inch disk drive, and a 15MB hard disk storage system as well as a mass storage compact disk (CD) player capable of storing an entire 20 volume encyclopedia on one disk. A full range of inexpensive printers are planned including dot matrix, daisywheel and thermal colour printers. With its unbeatable graphics, speed and software at a price which is far below that of any comparable personal computer currently on the market, the ST is all set to do battle with the competition. To receive further details of the ST from Silica Shop, just fill in the coupon below with your name and address details and post it to us.

Silica Shop Price: £651.30 + £97.70 VAT = £749.00 This price includes:

- ★ 512K RAM
- ★ B/W MONITOR
- ★ MOUSE
- ★ 500K 3.5" DISK DRIVE
- ★ GEM
- ★ KEYBOARD (95 KEYS)

£749

ATARI 520ST SPECIFICATION

MEMORY
512K RAM (524,288 bytes)
16K ROM expandable to 320K
Port for addnl 128K plug-in ROM cartridges
200K TOS operating system

GRAPHICS
Individually addressable 32K bit-mapped screen with 3 screen graphics modes:
320x200 pixels in 16 colours (low resolution)
640x200 pixels in 4 colours (med resolution)
640x400 pixels in monochrome (high res)
16 shades of grey in low res mode
512 colours available in low/medium res
8 levels of each in red, green and blue

ARCHITECTURE
4 custom designed chips:
GLUE Chip - MMU Memory Mngmnt Unit
DMA Controller - Graphics Processing Unit
16/32 bit Motorola 68000 processor at 8MHz
eight 32 bit data registers
eight 32 bit address registers
16 bit data bus/24 bit address bus
7 levels of interrupts/56 instructions
14 addressing modes/5 data types

DATA STORAGE
High speed hard disk interface
Direct memory access 1.33 Mbytes per second
CD (Compact Disc) interface
Built in cartridge access
Dedicated floppy disk controller

DISK DRIVE
500K (unformatted) s/sided 3½" floppy d/drive
349K (formatted) storage capacity

SOUND AND MUSIC
Sound Generator
Frequency control from 30Hz to above audible
3 voices (channels) in wave shaping sound in addition to a noise generator
Separate frequency and volume controls
Dynamic envelope controls
ADSR (Attack, Decay, Sustain, Release)
Noise generator
MIDI interface for external music synthesizers

KEYBOARD
Separate keyboard microprocessor
Standard QWERTY typewriter styling
Ergonomic angle and height
95 keys including 10 function keys
Numeric keypad — 18 keys including ENTER
One touch cursor control keypad

MONITOR
12" screen - high res monochrome monitor
640x400 monochrome resolution

VIDEO PORTS
Display - Low Resolution - 40 columns
Med/High Res - 40/80 plus cols
Medium res RGB (Red/Green/Blue) output
High resolution monochrome (Black & White)

COMMUNICATIONS
Bidirectional centronics parallel interface for printers, or modems capable of input/output
RS232C serial modem/printer interface
VT52 Terminal Emulation Software
Maximum Baud Rate up to 19,200
High speed hard disk interface
Floppy disk controller (Western Digital)
2 joystick ports (one for 2 button mouse)
MIDI interface for external music synthesizers

GEM WIMP ENVIRONMENT
WIMP - Window Icon Mouse Pop-down menus
Two button mouse controller
Icons/Pull down menus/Windows
GEM VDI - Virtual Device Interface
GEM AES - Application Environment Services
GEM BBT - Bit Block Transfer
Real time clock & calendar

SOFTWARE
GEM environment
with user friendly Macintosh style operation
'TOS' - Tramiel Operating System
Atari's own system based on CP/M 68K with hierarchical directory & file structure plus a host of MS DOS & UNIX command structures
'BOS' - Business Operating System
to run any standard BOS business programs
GEM desktop
with GEM PAINT graphics mgmt system and GEM WRITE word processor
Personal BASIC and DR Logo
originally written by Digital Research (DR) Very much like those on other machines except for the extensive use of pull down menus, mouse control and windows

VARIOUS
Dimensions: 470mmx240mmx60mm
Replaceable external power supplies
Expansion: 3½" floppy disk drives 500K/1,000K (two drives can be connected)
3½" 15Mb hard disk
CD (compact laser disc)
Dot matrix & d/wheel prntrs (black)
Thermal dot matrix (colour)
RGB & monochrome monitors

LANGUAGES
BASIC & LOGO supplied
Many others will soon be available, including: Assembler, BCPL, C, Cobol, Compiled Basic, Lisp, Modular-2 and Pascal

Note: Some of the above specifications are pre-release and may therefore be subject to change

MACINTOSH v F1e v 520ST

"Imagine a Fat Mac - the 512K Apple Macintosh - but with a bigger screen, a far bigger keyboard with numeric keypad, cursor and function keys, and colour. That gives you some idea of what the Atari 520ST is like, except for two important things. First the Atari seems faster. Second the Atari system is about one third of the price."
June 1985 - Jack Schofield - **PRACTICAL COMPUTING**

	APPLE	APRICOT	ATARI
FEATURES OF BASIC SYSTEM	MACINTOSH	F1e	520ST
Price Includes B/W Monitor	YES	NO - extra £200	YES
Keyboard size mm (LxDxH)	330x147x50	450x167x28	470x240x60
Keyboard size ins (LxDxH)	13x5¾x2	17½x6½x1	18½x9½x2½
3½" D/Drive (Unformatted)	500K	500K	500K
3½" D/Drive (Formatted)	399K	315K	349K
WIMP (Window, Icon, Mouse ...)	Apple	ACT - Activity	GEM
Real-time Clock	YES	YES	YES
Polyphonic Sound Generator	YES	NO	YES
RS232 Serial Port	YES	YES	YES
Centronics Parallel Printer Port	NO	YES	YES
Dedicated Floppy Disk Controller	NO	YES	YES
Hard Disk DMA Interface	NO	YES	YES
Full stroke keyboard	YES	YES	YES
Number of keys on keyboard	59	92	95
Numeric Keypad	NO	YES (16 Keys)	YES (18 keys)
Cursor Control Keypad	NO	YES	YES
Function keys	NO	10	10
16-bit processor	68000	Intel 8086	68000
Processor running speed	8MHz	4.77MHz	8MHz
RAM size	512K	256K	512K
Number of graphics modes	1	4	3
Number of colours	Monochrome	16	512
Max Screen Resolution (pixels)	512 x 342	640 x 256	640 x 400
Mouse included	Single Button	NO - extra £95	Two Button
Replaceable External Power Pack	NO	NO	YES
Cartridge Socket	NO	NO	YES
Joystick Ports	NO	NO	YES (two)
MIDI Synthesiser Interface	NO	NO	YES
Monitor Size	9"	9" - extra £200	12"
RGB Video Output	NO	YES	YES

System Cost with: Mouse - Monochrome Monitor - 512K RAM - 500K Disk Drive

Price of basic system (exc VAT)	£2595+VAT	£595+VAT	£652+VAT
+ Mouse	Included	£95+VAT	Included
+ Monochrome Monitor	Included	£200+VAT	Included
+ Expansion to 512K RAM	Included	£295+VAT	Included
Price of complete system (exc VAT)	£2595+VAT	£1185+VAT	£652+VAT
PRICE rounded down including VAT	£2,984	£1,362	£749

PRESS COMMENT

"Atari's new corporate image as an aggressive low cost computer maker is likely to mirror that of Commodore where Mr. Tramiel established the maxim that 'Business is war'."
August 21st 1984 **FINANCIAL TIMES**

"This is the only personal computer I know of that comes with a Midi interface as standard."
Peter Bright March 1985 **PERSONAL COMPUTER WORLD**

"The (GEM) version running on the Atari 68000 machines will have the additional advantage of leaving the PC version standing." April 6th 1985 **PERSONAL COMPUTER NEWS**

"It would seem that GEM offers the ideal operating system."
March 7th 1985 **POPULAR COMPUTING WEEKLY**

"I found it (GEM) extremely easy to use and was very impressed with the way in which it disguises the unfriendly hardware and operating systems lurking under the surface."
Peter Bright Feb 1985 **PERSONAL COMPUTER WORLD**

"The electronics in the machine are a work of art ... The heart of the 520ST is a Motorola 68000, one of the most powerful 16-bit processors around and in many respects it is close to being a 32-bit chip ... when the machine appears in the shops, I'll be at the front end of the queue to buy one."
Peter Bright June 1985 **PERSONAL COMPUTER WORLD**

"This machine is significantly more powerful than an IBM PC ... If it's possible to design a sure-fire winning machine, this is it."
May 11th 1985 **PERSONAL COMPUTER NEWS**

"... the use of GEM makes the new range of Atari computers so similar to the Macintosh (with the added attraction of colour), that they are already being called 'Jackintoshes'."
May 2nd 1985 **COMPUTING**

"The new Atari ST computers truly represent to the consumer what Jack Tramiel is saying — easy-to-use computing power without the price." March 1985 **ANALOG COMPUTING**

"It (the ST) uses the most modern technology that is affordable, in a package that gives a professional impression."
May 23rd 1985 **POPULAR COMPUTING WEEKLY**

"The Atari ST is one of the most elegant designs I have seen ... Atari has used an original and elegant method of memory management which should make the ST faster than any other PC on the market - in any price bracket ... The 64K dollar question is would I go out and spend money for one? To which the only answer is 'Try and stop me!'"
John Lambert July 1985 **ELECTRONICS & COMPUTING**

"The 520ST is technically excellent ... The 520ST hardware is the new standard by which others will be judged."
July 1985 **YOUR COMPUTER**

SILICA SHOP

ATARI

WE ARE THE UK's No1 ATARI SPECIALISTS

At Silica we have been successfully dedicated to Atari ever since their products first appeared on the UK market. We can attribute our success largely to the Atari specialisation which we practice and to the user back-up we provide. Rest assured that when you buy a piece of Atari hardware at Silica you will be fully supported. Our mailings giving news of software releases and developments will keep you up to date with the Atari market and our technical support team and sales staff are at the end of the telephone line to deal with your problems and supply your every need. With our specialist bias, we aim to keep stocks of all the available Atari hardware, software, peripherals and accessories. We also stock a wide range of Atari dedicated books and through us, the owners on our list can subscribe to several American Atari dedicated magazines. We can provide a full service to all Atari owners and are now firmly established as the UK's NUMBER ONE Atari specialists. Here are just some of the things we can offer to our customers.

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If you would like to be registered on our mailing list as an Atari computer owner, or as a person interested in buying an Atari machine, let us know. We will be pleased to keep you up to date with new Atari developments free of charge. So, return the coupon today and begin experiencing a specialist Atari service that is second to none.

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SEND FOR FREE ATARI ST LITERATURE

To: Silica Shop Ltd, Dept CVG 0985, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE
ON THE NEW ATARI 520ST COMPUTER

Mr/Mrs/Ms: .... Initials: .... Surname: ....

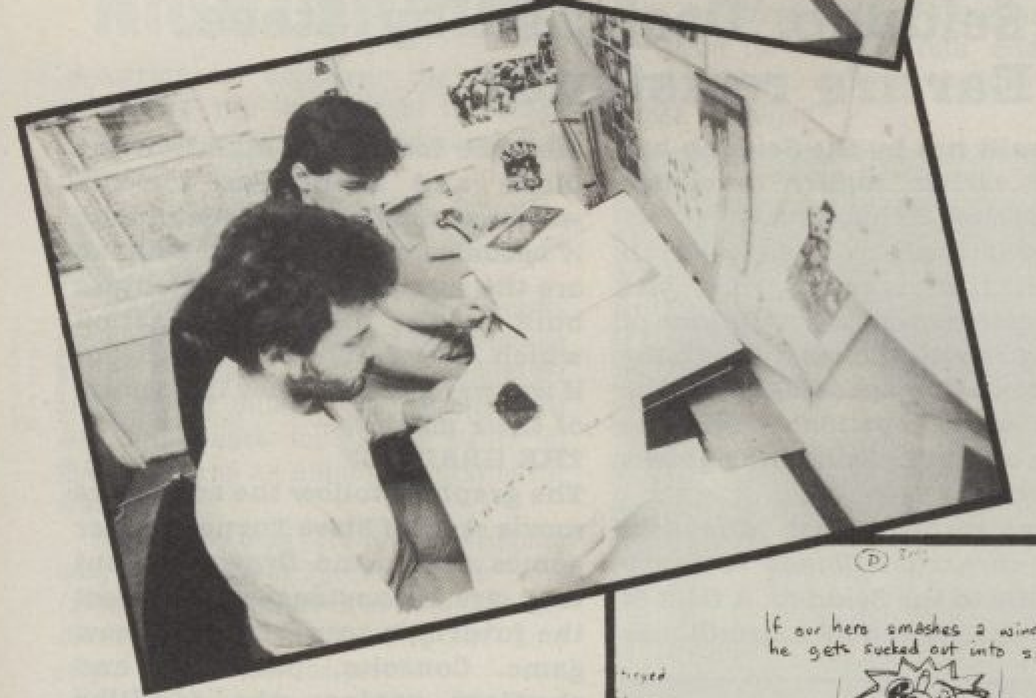
Address: ....

Postcode: ....

Do you already own a computer
If so, which one do you own? ....







DIARY OF A GAME

Have you ever wondered how a software house produces a game from scratch?

The risks are great. Success is all important in the cut-throat computer game world. Failures are embarrassing — and costly.

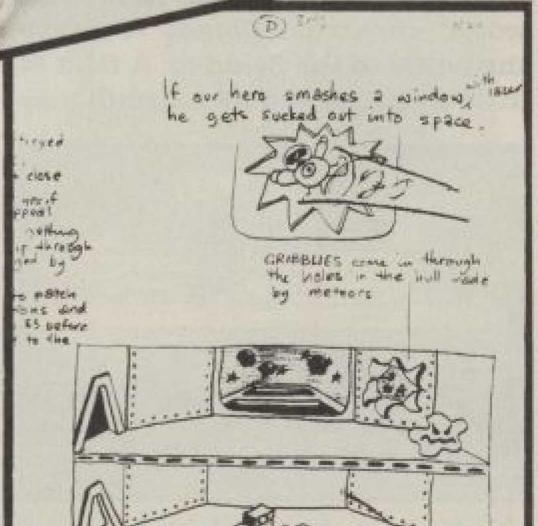
With the help of CRL, the people who brought you *The Rocky Horror Show*, *C&VG* presents a diary of how the company's new game, *Space Doubt*, was prepared for release on the Commodore 64.

APRIL

"I was just doodling, thinking of ways to present games, playing with ideas," says Ian Ellery, CRL's Software Manager.

The idea Ian came up with was this: a space ship travelling between earth and another planet which is in need of food. A meteor storm damages the ship. Aliens enter the ship and start eating the food. The "hero" of the game must get rid of them and patch up the holes in the craft.

He decided the new project would be a three-dimensional platform game and made rough sketches of what the layout of the space ship would be, plus how he envisaged the individual screens would look.



Programmer Jay Derrett was then brought in to discuss the feasibility of the ideas.

By the end of April, the programmer had prepared flowcharts and was working on the graphics.

A rough sketch had been made of the cassette cover for the game and ideas were kicked around for a title.

MAY

"We were just jamming around for titles," says Ian. One of my favourites was *Nasty Little Herberts*. I'm into totally stupid titles!"

The title everybody liked was *Gribblies*. This was changed to *Space Doubts* when a rival company brought out a game called *Gribbly's Day Out*.

May was also taken up with Jay Derrett putting the graphics onto the screen and working on the animation.

A release date for the game was set for September. And, barring total disaster, it must be ready. "We just can't start something, get half-way through and drop it," says Ian.

JUNE

All of the 18 rooms of the spacecraft have now been set up, giving a total of 36 screens. Work on animating the hero's movements continues.

By the end of June a working demo of the game has been produced.

For everybody it's a tense time. "The game has to be finished by the second week in August. That gives us one month to panic about last minute bugs," says Ian.

Jay Derrett remains confident about the game. "This is my first major project," he says. "I'm under quite a bit of pressure — but then so is everybody here. I can see it coming out on time."

NEXT MONTH: Read the second part of the *Space Doubt* diary and enter a competition based on the game.

H·O·T G·O·S·S·I·P



FOR YOUR EYES ONLY!!!!

CONFIDENTIAL: FILE No. 99844326XD

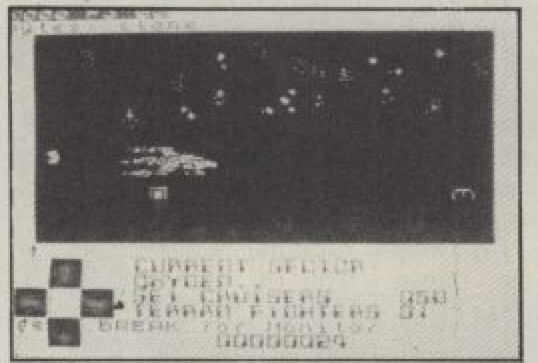
SUBJECT: Astro-Clone — the ultimate weapon in the war against the Seiddab. Designed by Steve Turner — leader of Earth's resistance.



HISTORY:
The year is 2025. The first contact with the Seiddab forces occurred 20 years previously. Battle was joined in near space *(3D Space Wars)*, on the surface of the earth *(3D Seiddab Attack)* and then on the moon in a final convulsive battle for control of the Solar System *(3D Lunattack)*.

Among the remnants and battle-scarred facilities found after the expulsion of the Seiddab from the far side of the moon was an alien Stargate — a kind of interstellar sub-space tunnel.

Humankind established a permanent facility to guard the Stargate and after considerable



careful investigation an underground complex was discovered. Further investigation suggested that the complex and the Stargate were built not by the Seiddab but by an earlier highly developed space-faring civilisation.

A particular idea which humankind learnt from the investigations was the technique of sending robotic Clones through the Stargate in tiny space-fighters. The Clones were expendable and the energy cost in sending the fighters was small.

It was resolved that humanity would construct Clones to carry the battle to the Seiddab. A fleet of little ships staffed by Astro-Clones



has been mustered. They are despatched to do battle with Seiddab across the far reaches of the galaxy . . .

THE GAME
You select a galactic sector and your fighter materialises above the surface of a planetoid. You struggle to land on the Seiddab controlled starbase platform and invade. Each Clone strikes forth in turn exploring the halls, control rooms and machine areas of the starbase learning the systems of the ancient civilisation whilst countering the forces of the marauding Seiddab.

Naturally there are many difficulties to be overcome. Supplies of oxygen and energy must be located to maintain the Clone and munitions for his weapons must be found. Gradually it becomes clear that the Seiddab are the remnants of the machines built by the ancient civilisation which have grown into intelligent if wayward killers since the demise of their masters.

THE GRAPHICS
The graphics follow the adventure movie style of Steve Turner's other games *Avalon* and *Dragontorc* but they are reconstructed to reflect the futuristic scenario of the new game. Consoles, passcards and shutters replace the familiar chests, keys and crypt-like doors. An arcade style space combat phase has also been added — along the lines of *Defender* or *Scramble*.

The body of the Clone has separately animated sections for extra realism. The upper body, legs and arms can all move relative to one another. The Clone can reach for a weapon, turn and fire it, returning it to its holster on completion. He can even fling objects across the room!

Spectrum owners should look for Steve's new blockbuster in the shops from early October. From what *C&VG's* spies have seen of the game it's going to be just as enthralling as the two Maroc games!

Says Steve: "Shoot-'em-ups appear to be back in fashion — so I've developed loads of new techniques to slot them into the adventure movie structure." *C&VG* says: Watch out for it!

H·O·T G·O·S·S·I·P



A funny thing happened in the *C&VG* offices the other day. A strange old chap dressed in tattered robes and carrying a strangely carved staff staggered into the office *(No, it wasn't me! Ed)*. Suddenly he started to speak in an odd wailing tone . . .

NIGHTSHADE

'Somewhere between the purple mountains and the seas of the seven islands lies a hidden valley in a land that time has not touched.

"In that valley lies the forgotten village of Nightshade — a village of damned souls!

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the valley of Nightshade as an uninvited guest of the Evil One.

"Skeletons with rotting flesh dripping with the blood of the long dead . . ." *(Hang on a minute I've just had my dinner! Ed.)* ". . . prowling the now empty village for live prey.

"Lift the darkness and the kingdom of Nightshade will be yours forever!"

And with that, the ragged old man wandered back out into the street leaving behind him only a faint smell of old mould and a torn bit of parchment which read: "*Nightshade* from Ultimate Play the Game for the Spectrum. Out soon — price £9.95. Can you work out what it was all about?



RUSS ABBOT'S MADHOUSE

Zany comedian Russ Abbot is getting his very own game thanks to bright new software company Probe.

Probe have developed a game based on Russ's Basildon Bond character — as featured in his TV shows.

The game will also feature other Abbot characters like Cooper Man and Blunder Woman.

In the darkest deepest dungeons of the television studio where no man dares to go, our beloved comedian, Russ, is being held captive by a rival comedy act. In their feverish attempt to hide his talents from the world, they lock each door they pass through with a combination code which must be solved before the door is open. Each code consists of the worst and oldest jokes in the industry which they have scattered in the dungeons.

Enter Basildon Bond. Under strict and confidential orders from P, who has been re-named B to confuse the KGB, Bond has been assigned to rescue Russ.

Cooper Man and Blunder Woman have been drafted in to help the incompetent Bond and expel the kidnappers to the uncharted backwaters of the unfashionable end of the western spiral arm of the galaxy, Vaknoid.

To solve the combination codes, Bond must throw feasible logic out the window and start thinking the unthinkable. Jokes and punchlines have been separated and hidden in the labyrinth of the studio dungeons and must be found and matched.

Each correctly matched code will open a door — however wrongly matched codes will reduce the time Bond has available, occasionally producing funny punch-line combinations.

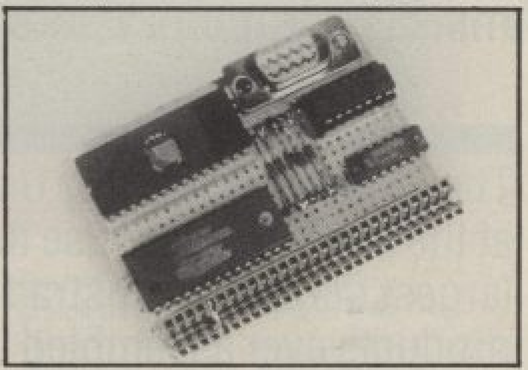
Traps, puzzles, jokes, fight sequences and famous characters will combine to produce a funny and slightly hilarious arcade adventure.

Watch out for our Russ Abbot contest next issue!

MIKRO-PLUS

Mikrogen, the company that brought you *Pyjamarama, Every One's a Wally* and *Herbert's Dummy Run,* have produced what is the first commercially viable "mega-game".

Several other companies in the past have planned to release games which include a hardware add-on to enhance the memory and power of the Spectrum.



Imagine Software was developing a series of "mega-games" but the company folded owing many thousands of pounds without completing the programs.

Mikrogen's new hardware add-on is to be called the Mikro-Plus. The add-on, once connected to the computer, adds another 60k of usable memory to the Spectrum and will change Sinclair's operating system allowing Mikrogen's team of programmers to develop the Spectrum capabilities to their limits.

The company claim that this new box of tricks will allow them to produce not only games with more screens and levels but also make each screen more interesting and complex.

The first game, which is to be a fantasy arcade adventure, will be launched at the PCW show in September. The second game is due out at Christmas and is based on the script of the popular TV series *Battle of the Planets.*

The add-on, the game and an accompanying book will retail together for £14.

RUPERT BEAR COMPETITION

Rupert Bear is 65 this year but there is no sign of him going into retirement. And thanks to our friends at Argus Software, *Computer & Video Games* is giving you the chance to join in Rupert's birthday celebrations with a great competition.

There will be five first prizes of *Rupert & the Toymaker's Party* plus a Rupert scarf.

The next 20 runners up will receive a copy of the game.

All you have to do to enter the competition is to complete the following Rupert verse in not more than four lines.

"Raise three cheers for Rupert Bear
He's sixty-five this year
....
....
....
...."

Send your completed poem with the coupon below to Rubert Bear Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1 3AU. The closing date is September 16 and the editor's decision is final.

C&VG/ARGUS SOFTWARE RUPERT BEAR COMPETITION

Name..
....
....

Please tick the appropriate box

CBM 64 ☐ SPECTRUM ☐

BLITZ GAME

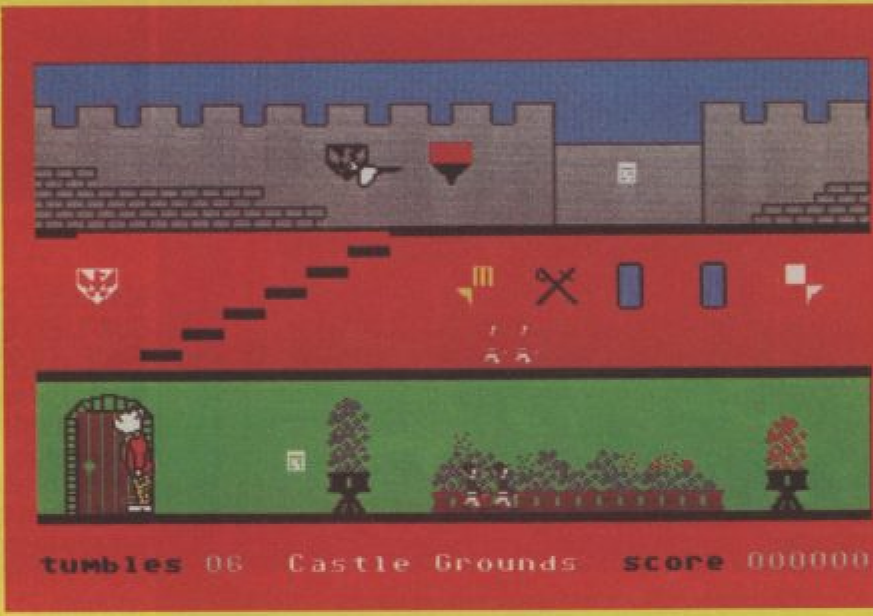
RUPERT & THE TOYMAKERS PARTY

MACHINE: C64/Spectrum
SUPPLIER: Argus Software
PRICE: £7.99

Want to go to a party? Rupert does, but he doesn't have his invitations yet. So, his friends have gone on without him to enjoy the fun and games at the top of the castle. This is the set-up for the new game from Quicksilva, which has been released to coincide with Rupert's 65th birthday this year.

For Rupert to join his friends, he must collect all the invitations on each of the seven levels, but in doing so he has to dodge marching soldiers, trains, jack in the boxes, birds and planes. After he has collected all the invitations from the 4/5 screens on each level, the door will open up allowing him through to the next level. Look out for the white bird and plane as they are on his side and if he jumps on their backs they will carry him over the obstacles and gaps in the floor. Each level gets progressively harder with more and more obstructions and, once he has taken six tumbles, it's back to Level 1. Which can get tiresome. Watch out, though, when he is jumping over an obstacle as he may hit an obstacle on the next floor which causes him one tumble.

Rupert and his friends look remarkably like their characters in a well known daily newspaper. The graphics are amazing! Obviously, a lot of thought and effort has gone into this. Look closely at the screens and see the detail involved — from the trees and flowers to

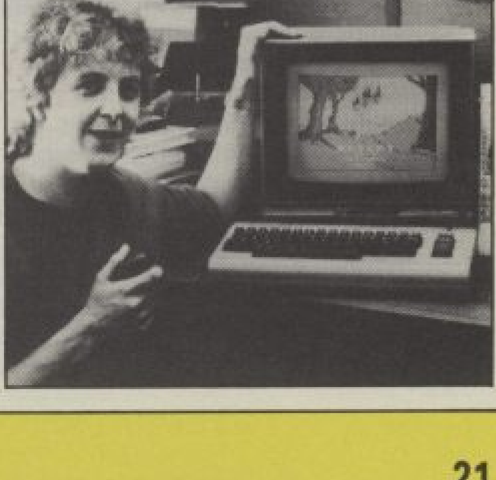


Rupert's clothing, his yellow check trousers, red jumper and "Rupert Scarf" which flies behind him as he walks down the stairs.

What starts off as a simple game ends up being addictive and challenging. But not for those with a low level of patience.

• Graphics	10
• Sound	8
• Value	9
• Playability	8

DESIGNER OF THE MONTH



Name: Martin Walker
Born: Peterborough, 1953
Games: Rupert and the Toymaker's Party

Martin Walker is a real Rupert addict. He has even named his home in Lincolnshire *Nutwood Cottage* in honour of that little bear who reaches the amazing age of 65 this year.

Just when most ordinary cartoon heroes would be thinking about hanging up their speech bubbles for a well earned retirement, Rupert has taken a giant leap into the computer age to star in his very own computer adventure — thanks to Martin.

It's Martin's first computer game — although he has a background in electronics and has worked for Atari as a sales training manager. He started programming on a trusty old ZX81 in 1981, just like lots of *C&VG* readers.

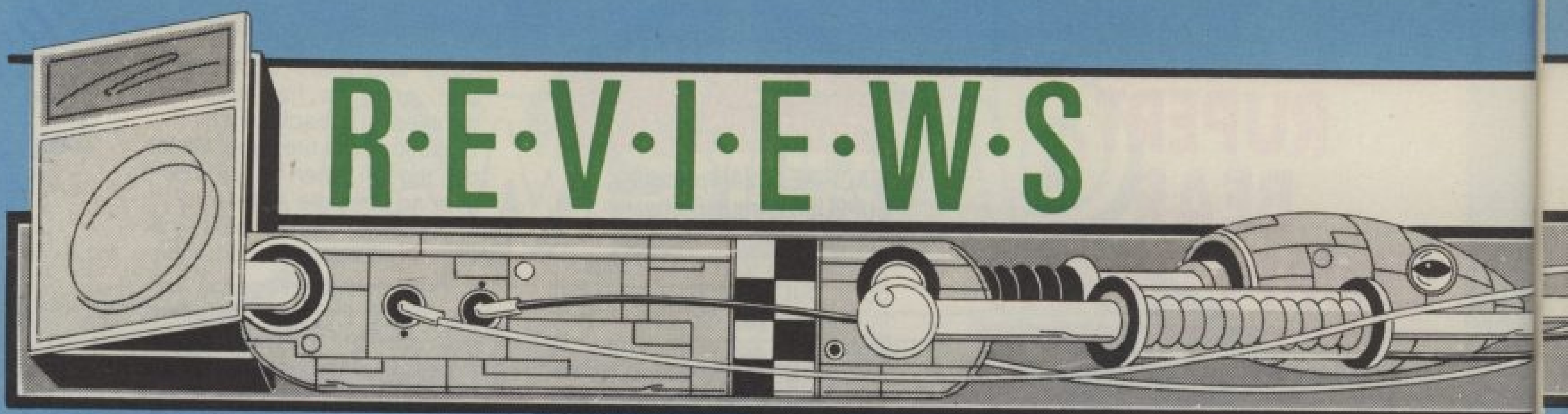
"With the Rupert game I wanted to create something that would appeal to the widest range of games players. The Toymaker doesn't actually appear in any of the Rupert annuals — but the game follows the spirit of the Rupert adventures. I hope the game increases people's awareness of the character."

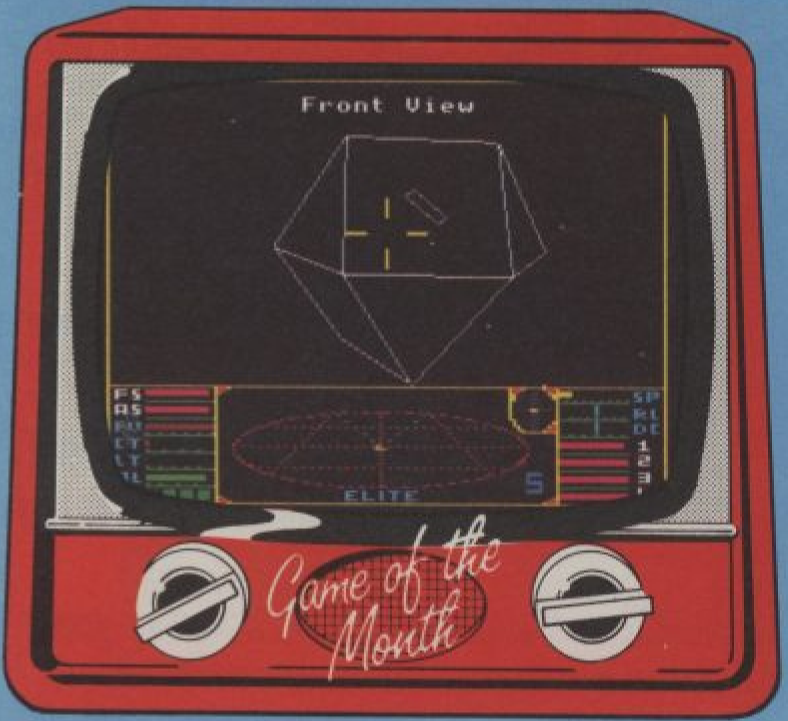
Martin's wife, Belinda — otherwise known as Mrs Bear! — is an artist and helped create some of the graphics for the game — which has the nicest around for the C64 right now.

Martin also composed the music which tinkles along as you play — hardly surprising as he is also a keen musician. Half their house is devoted to computers — the other to music, says Belinda!

Martin is planning a second Rupert game and he is working on some original concepts of his own. We can't wait to see them.

Favourite food. Vegetarian.
Favourite drink: Rum and Coke. Elderflower Wine (home made!)
Countries visited: France, Spain, Italy, Switzerland. "In fact most of Europe — but not America. Although I'd like to go."
Favourite computer game: Tir Na Nog from Gargoyle Games.
Favourite music: David Sylvian, Debussy.
Favourite reading matter: Michael Moorcock, Tolkien.
Favourite pastimes: Music and walks in the country — "I walk in what we call the Christmas Tree Wood if I need inspiration!"
The thing that annoys me most about computing: "The fanatical following of one particular machine or company. Every machine has something to offer. I'd like one of everything!"





ELITE

MACHINE: BBC/CBM 64
SUPPLIER: Firebird
PRICE: £14.95 tape, £17.95 disc

The smash hit game *Elite* for the BBC micro is now finally available for the Commodore 64. This will undoubtedly please many people, including one dedicated Commodore owner who, when the game first appeared, was heard to mutter: "It's almost worth buying a BBC micro to play Elite!"

Elite is a 3D space shoot'em-up, space flight simulation and tactical trading and adventure game, all rolled into one. Armed with a Cobra MK III trading and combat craft and a forward facing pulse laser, you must take on the galaxies — all eight of them, each with over 250 planets.

By careful trading between planets with different economic profiles you can gradually increase your ship's capabilities.

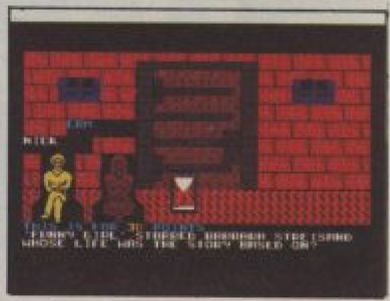
Adding a larger cargo hold is probably one of the first items to consider, allowing you to make larger profits per trip. More and more powerful lasers, an energy unit, energy bomb and ECM system. give you a better chance of surviving numerous encounters with the dastardly pirates. If you happen to trade in illegal goods, it's not only the pirates who'll be after you!

As your proficiency improves, so does your rating — starting from Harmless, through Mostly Harmless, Poor, and so on until the lucky few finally attain Deadly and Elite.

The Commodore 64 version is a fairly faithful copy of the original, only differing in one or two minor areas. For instance, the docking computers on the Commodore version are particularly special. Though they are supposed to be supplied with memnSomn pilot interaction to induce hi-cram sleep, most pilots will want to stay awake to hear a beautiful rendition of *The Blue Danube*, right out of *2001*.

One major change is the use of a points, rather than ships system to calculate the player's rating. This means that the age-old tactic of pitched battles with the police outside space stations no longer gets you anywhere. Instead, you've got to get out there and hit the anarchy systems.

• Graphics	9
• Sound	9
• Value	8
• Playability	10



MONSTER TRIVIA

MACHINE: CBM 64
SUPPLIER: US Gold
PRICE: £9.95

Trivial Pursuit, the board game that tests your general knowledge on subjects like sport, history and entertainment, has become the latest craze to sweep across the USA, where there are already national Trivial Pursuit competitions. Even in a large America bar — you'll find a group of people hunched over a board all concentrating hard on winning a game.

So it's no surprise that the American company Cosmi have produced a computer game based on Trivial Pursuit called *Monster Trivia*.

The game can accommodate from two to four players or four teams of players. Basically, the idea of the game is to answer as many questions correctly as you can from the six categories of questions, which include sport, history, showbiz, science and general knowledge.

At the beginning of each game, the player chooses to answer questions on one of six topics and is then treated to five or six questions on that subject after which you must choose another topic to answer questions on. The more questions you get right, the higher your score. Get them wrong and the trivia monster starts trying to break into the room you are sitting in — the doors shake and the walls begin to crack.

On reading the cassette inlay I thought the game would be great — I am a Trivial Pursuit fanatic — unfortunately the game didn't live up to my expectations. I doubt if many readers of *C&VG* could answer that many questions on the history of American football.

And, if you get a question wrong — something you do quite often because of the way the game has been written — the game makes the most awful screeching and rumbling sounds.

Another annoying feature of the game is that there is one main program to be loaded, then one of 15 other sub-programs need to be loaded to actually get any questions out of it. This means keeping a close eye on the tape counter and trying to place the cassette tape at exactly the right place — in practice this happens very rarely and I spent some time actually trying to load the program due to loading problems.

• Graphics	6
• Sound	3
• Value	5
• Playability	5

OUT ON A LIMB

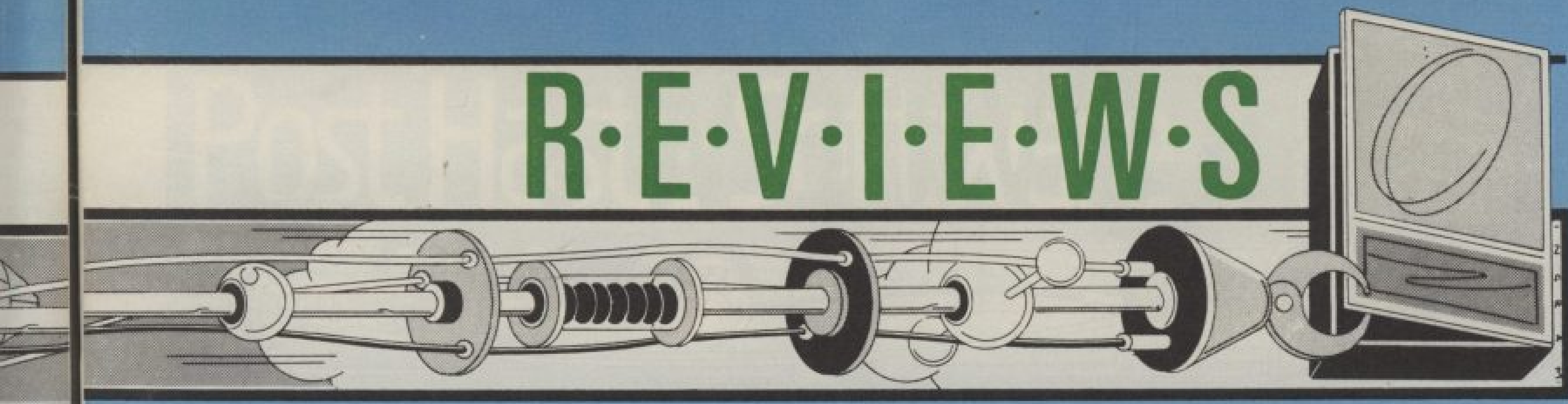
MACHINE: CBM 64
SUPPLIER: Anirog
PRICE: £5.95 cassette/£8.99 disc

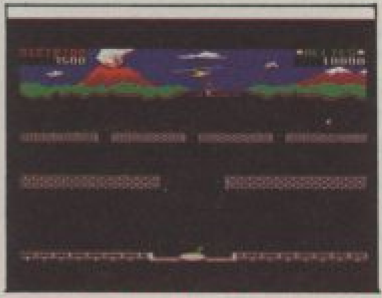
"Fee, Fie Foe, Fum — I smell the blood of an Englishman. Ha, Ha, Ha, Ha!" booms the excellent voice at the start of Anirog's Jack and the Beanstalk inspired game, *Out on a Limb*.

And Jack better be quick to escape the giant as he explores 23 locations in search of three treasures — a golden egg, a harp and a bag of gold.

The speech is excellent but the rest of the game's sound effects do not really match it. Another variation on the platform format.

• Graphics	7
• Sound	8
• Value	8
• Playability	7





BEACH-HEAD II

MACHINE: CBM 64
SUPPLIER: US Gold
PRICE: £9.95

BLITZ GAME

Beach-Head, the air and sea warfare game that became the best selling Commodore 64 program of last year, now has a sequel — *Beach-Head II*.

The game leaves the theme of the previous program — warship and tank battles — and concentrates on an invading army of highly trained paratroopers.

The game begins with the enemy dropping soldiers from a chopper several hundred yards in front of your encampment. You have been taken by surprise and the invading army takes advantage of your defence walls to protect themselves from your gun emplacement. Once the soldiers are in position, they begin to make raids on your emplacement, often dashing out from behind a wall and lobbing a grenade at you with devastating accuracy.

The second level involves you helping injured people across a battlefield by shooting tanks, armoured cars and enemy spies who are trying to kill off your injured men. Trying to make sure you only hit the enemy and not your own troops is difficult. If you do hit one of the injured soldiers, he tells you in no uncertain terms not to shoot him again.

Voice synthesis is used throughout the game and is of the same high quality as that used in the Epyx game *Impossible Mission* — although the voices haven't been used to as good effect in *Beach-Head II*.

The final screen displays a confrontation between you and the opposing commander throwing daggers across a river at each other. This, though one of the graphically better screens, lacks any real skill or excitement. Winning is a hit and miss exercise — with you usually missing and the opposing commander hitting you with tedious regularity.

Overall, though, the game is a worthy sequel to *Beach-Head* and, if you liked the original or like a realistic shoot 'em-up, then *Beach-Head II's* the game you've been waiting for.

• **Graphics**	9
• **Sound**	9
• **Value**	8
• **Playability**	8



SKYFOX

MACHINE: CBM 64
SUPPLIER: Ariolasoft
PRICE: £12.95 disc £9.95 cass.

With *Skyfox*, an all-action combat simulation, Ariolasoft releases what has to be one of its best games to date.

The game has only just been released in America by Electronic Arts and has shot into the charts.

Your mission as a Skyfox pilot is to defeat an enemy invasion by tank and jet, which enables the player to take part in ground-to-air and air-to-air combat.

There are five levels of skill to choose — from cadet to "ace of the base" and 15 scenarios from training mission to massive invasion.

The Skyfox is armed with laser canons and heat-seeking missiles. The enemy can be traced and monitored by either the on-board or Skyfox base computer.

Engaging the automatic pilot will locate and send you to the nearest enemy target.

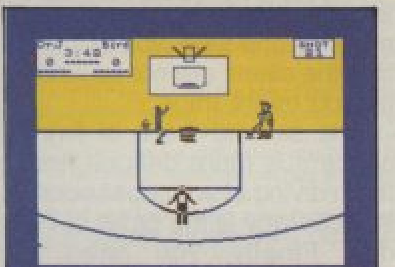
The joy of *Skyfox* is that it is instantly playable but also has enough scope to allow the player to develop his or her skills, and not tire of the game.

The 3D scrolling graphics are nice and clear. The action is also smooth and fast.

When missiles or laser canons hit a tank, there is an explosion but when the enemy's mothership or aircraft are hit they simply disappear, which is a little disappointing.

Skyfox is also available on disc for the Apple, price £17.95.

• **Graphics**	8
• **Sound**	8
• **Value**	8
• **Playability**	9



ONE-ON-ONE

MACHINE: Atari/Spectrum
SUPPLIER: Ariolasoft
PRICE: £9.95/£8.95

One-on-One, the US No 2 hit game, now makes it onto the Atari and Spectrum.

Basketball fans get the chance to be either Larry Bird or Dr Julius Erving, two of the biggest American names in the sport.

Spins, dribbles, shots at the basket, fatigue factors, fouls and fumbles add up to a great sports simulation game.

The game also has a one or two player option, stop clock, referee and instant action replays.

The Spectrum version suffers quite considerably in direct comparison with the Atari both for graphics and sound quality.

• **Graphics**	8
• **Sound**	8
• **Value**	9
• **Playability**	8



THE LANDS OF HAVOC

MACHINE: CBM 64
SUPPLIER: Microdeal
PRICE: £6.95

The Land of Haven has been transformed into the Lands of Havoc by the evil Dark Lords.

Sador, a reptile in the form of a man, must bring about the downfall of the Dark Lords.

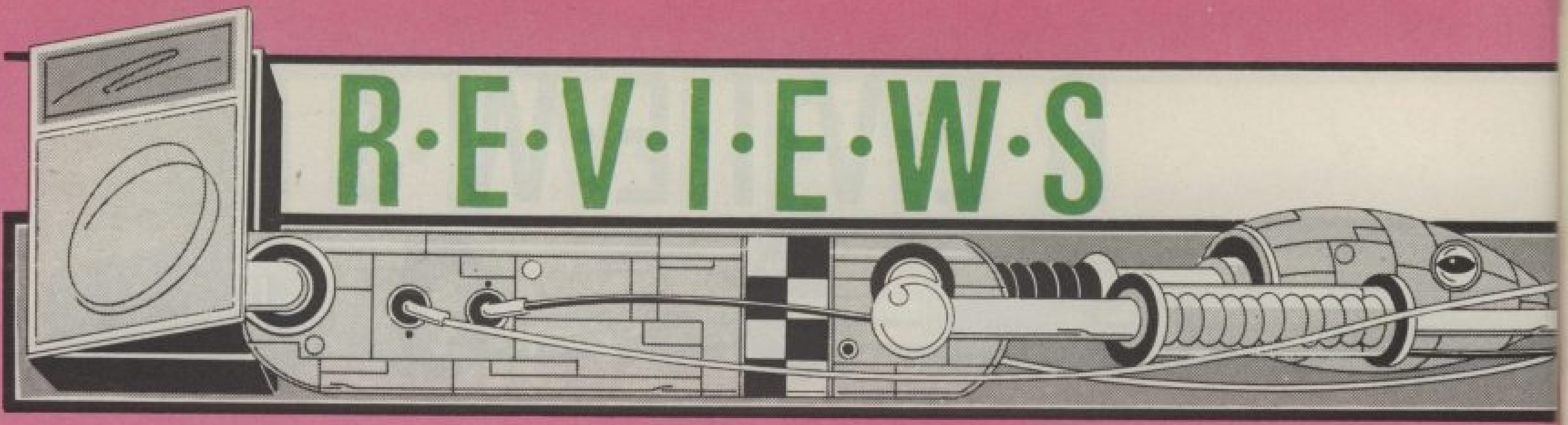
That's your task in this 2,000 screen arcade adventure from Microdeal.

The game comes complete with nine colour maps to help you progress through the initial 81 screens.

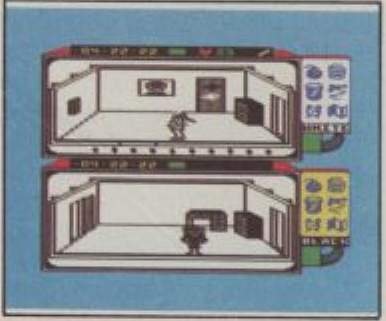
From then on, it's up to you to unravel the secrets and clues which will help you through the remaining screens.

Microdeal has come up with a good, well-packaged game for a very attractive price.

• **Graphics**	7
• **Sound**	7
• **Value**	8
• **Playability**	8



BLITZ GAME



SPY Vs SPY

MACHINE: Spectrum/CBM64
SUPPLIER: Beyond
PRICE: £9.95

MADness rules in this battle of wits between two highly trained special agents who attempt to outwit each other as they bid to steal some top secret plans!

Spy Vs Spy is based on the characters created by artist Antonio Prohias in MAD magazine. In the cartoon strip, the Black Spy and the White Spy are constantly at each other's throats — often literally! With bombs and complicated booby traps they attempt to do each other a mischief.

The game puts you right in the centre of their dangerous world.

You can play the computer or another opponent in this original and amusing arcade/strategy game.

The ultimate aim of the game is to escape from an embassy with the briefcase containing top secret plans. But there are other things you need to find before you can make good your escape.

The game features "Simulvision" — which refers to the split screen display. The top half of the screen shows the White Spy and the bottom the Black Spy.

Should they move into the same room, both players are shown in one half of the screen. And a punch-up often occurs!

In the right of the main display you'll see the Trapulators. Both spies have one of these interesting devices which enables them to leave booby traps around for the unsuspecting enemy — traps like time bombs, giant springs, trick guns and other equally deadly things.

Each spy has to search around the rooms of the Embassy — looking in cupboards, filing cabinets or behind pictures in their desperate search for the plans and the other necessary items.

The spies can leave traps where they think the other spy is bound to look. And — despite the split screen display — you have to be really quick to spot where your enemy has put a trap because you're concentrating on laying one for him and looking for the briefcase which contains the documents!

Once you've got everything you need, you must find the door to the airport and make your getaway.

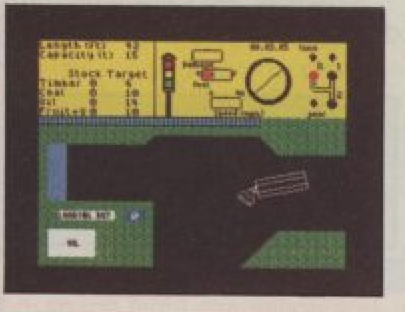
Spy Vs Spy has been out for some time on the C64 — but it's just as much fun on the Spectrum. And the black and white spy graphics bring the game closer to the cartoon strip.

It's a fast moving game — everything has to be completed before the time runs out and quick thinking is required to defeat your opponent. Especially if you play the computer!

You can alter game options — such as the "intelligence" of the computer and difficulty levels — to make the game even more challenging.

Spy Vs Spy is a unique, entertaining game. If you like your arcade action with added brain work then *Spy* is for you. Recommended!

• Graphics	9
• Sound	8
• Value	9
• Playability	10



JUGGERNAUT

MACHINE: Spectrum
SUPPLIER: CRL
PRICE: £7.95

Get into gear for *Juggernaut*, a driving simulation game with a difference.

At the outset of the game you are given a job for the day. For example, collect five tons of timber, 14 tons of coal, 12 tons of oil and nine tons of fruit and veg.

A map of your town is displayed showing your home base. You can switch to driving mode by using a series of icon-style graphics. The screen changes to close-up aerial views of the street and the juggernaut. Off you drive searching for the goods.

Controlling the juggernaut is no easy task. Steering, gears, speed and fuel must all be monitored. Damage to the vehicle is also measured. Crash once too often and the game is over.

The player can find out the location of the oil, timber, fruit and veg. etc by stopping at a phone box and calling your office. The locations of the items are displayed on a map. You have to remember where they are then it's back into the cab in search of the goods.

You score points for the number of jobs completed and the tons of goods delivered. Points are deducted if you damage the lorry and trailer.

The idea of the game is quite novel but the graphics aren't the greatest.

• Graphics	6
• Sound	6
• Value	7
• Playability	7



ALPHA BLASTER

MACHINE: MSX
SUPPLIER: Aackosoft Software
PRICE: £6.95

Since I had loading problems with both these programs, trying them on two machines with three reliable recorders, I tried to remain cool and objective when a colleague's expensive recorder finally loaded them.

Since there might be the dreaded duplicating glitch that perhaps they didn't know about, I tried to give them the benefit of the doubt.

Finally loading a really good title screen after six minutes, I discovered this game was a little better than *Skramble*. Based loosely on *Galaxian*, with a flat monocolour background, the game is in three basic stages.

The first involves shooting down what appear to be spinning cotton reels while avoiding their bombs. If you move to one side, you will find that the aliens are not as smart as you might think.

The second wave of flying saucers is more difficult, with them diving at your spacecraft, so accuracy is the order of the day. Finally, you need to negotiate a meteor storm to reach the mother ship which you should dock with.

The game and sound effects do not really utilise the MSX's capabilities. MSX users deserve a lot better than this.

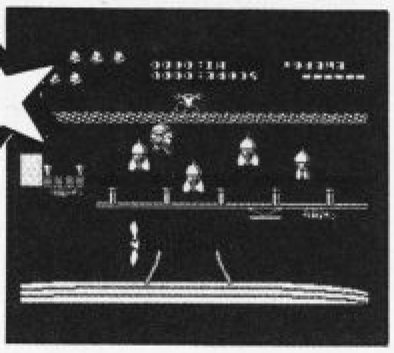
• Graphics	5
• Sound	3
• Value	4
• Playability	5



R·E·V·I·E·W·S

Graphics Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

BLITZ GAME



DYNAMITE DAN

MACHINE: Spectrum
SUPPLIER: Mirrorsoft
PRICE: £6.95

If you thought you'd seen the last of platform games, think again. Mirrorsoft keep the platform style alive and kicking with *Dynamite Dan*.

The scenario goes like this. The dastardly Dr Blitzen, aided by his glamorous assistant Donna, has devised plans for a deadly mega-ray and plans to take over the world with it.

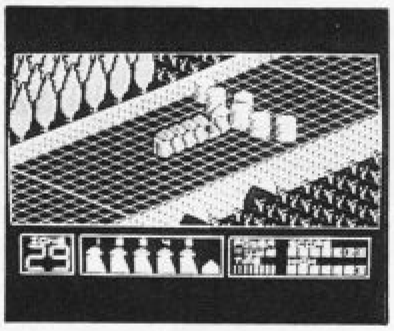
Top agent, Dynamite Dan, has been sent to find and destroy the plans which are hidden somewhere within Dr Blitzen's weird and wonderful clifftop HQ.

Dan lands his airship — shades of the latest Bond movie here! — on top of Blitzen's mansion and you take over guiding our hero through the many hazard packed rooms.

There are items to collect and food to be eaten to keep Dan's strength up during his top secret mission.

The graphics are better than average and the presentation is nice. If you're a platfrom fan then this is the game for you.

- **Graphics** 8
- **Sound** 7
- **Value** 7
- **Playability** 8



HIGHWAY ENCOUNTER

MACHINE: Spectrum
SUPPLIER: Vortex
PRICE: £7.95

Prepare for a close encounter of the fourth kind! Mix Ultimate style 3D graphics with a touch of *Zaxxon* and you've got this original and addictive new release from *Tornado Low Level/ Cyclone* programmer Costa Panayi.

The scenario goes like this. Aliens have taken over earth. And you have been given the task of preventing the domination of the world. Stop yawning — I haven't got to the good bit yet!

You control five Vortons — Alien-8 style droids — and the deadly Lasertron, the only weapon able to halt the alien invasion. You must guide the Vortons and the Lasertron along the last highway not controlled by the aliens — fighting off various alien warriors along the way until you reach Zone Zero where your mission has to be completed or the alien hordes will overrun earth.

The screen display shows a scrolling 3D highway — with your Vortons lined up in a neat crocodile ready to take the Lasertron to the alien base. You get five Vortons to complete the journey through 30 "zones" or screens, controlling one at a time with joystick or keyboard.

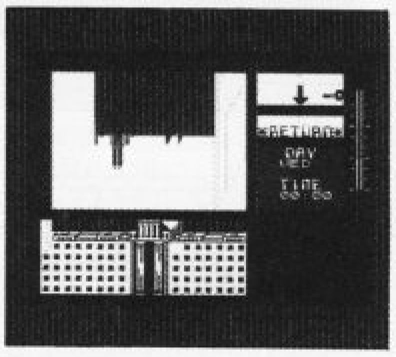
Each Vorton is armed with a blaster to knock off the alien warriors who come at you. Run out of Vortons and the Lasertron is lost!

As we've already mentioned, *Encounter* is a sort of cross between *Alien 8* and *Zaxxon* — lots of zapping to be done and obstacles to be overcome.

The graphics are exciting and well animated, the sound as good as the Spectrum allows and game play very addictive. The Vortons are cute little characters and the aliens suitable nasty looking!

Highway Encounter is another well presented and extremely playable game from Vortex. If you like your shoot'em-ups to have a bit of style — then this is the game for you.

- **Graphics** 9
- **Sound** 7
- **Value** 9
- **Playability** 9



A VIEW TO A KILL

MACHINE: Spectrum
SUPPLIER: Domark
PRICE: £10.99

Dressed in my Savile Row dinner jacket with eyebrows raised quizzically in best Roger Moore fashion, I approached the computer.

Would *A View to a Kill* be my toughest review? Unlike my Martinis, would I be shaken and stirred?

Evil mastermind, Max Zorin, plans to blow up Silicon Valley with a nuclear device in order to corner the market in microchips. You have to stop him.

The game is based on the three main action sequences from the film and follows the plot quite faithfully.

As with the films and books, Bond can't be killed, although he does get a little damaged.

His performance is measured on his ability to save the world against the clock.

The first part of the game is The Paris Chase. Assassin May Day leaps off the top of the Eiffel Tower and glides across the city on a parachute.

Bond must follow by car around the streets in an effort to catch her when she lands.

This part of the screen combines three-dimensional graphics and plan view of the city. Bond must shoot and steer his way out of trouble to capture May Day. If successful, he will get a code which passes how well you've done into the next part of the game.

The City Hall Escape finds Bond trying to rescue girlfriend Stacey from the burning building. He must search his way through 75 different 3D screens, collecting objects to help him escape. If successful, the action moves to the final section — The Silicon Valley Mine.

Here Bond races around the mine's different levels using various objects, lifts and codes to defuse the bomb — all against the clock.

And just when things are getting really tough and Bond would love to send out an SOS, May Day returns to the game.

By this time she's deserted the evil Zorin and helps Bond to avert mayhem, death and destruction.

Some of the graphics in *A View to a Kill* are a little crude. But overall it's a fun game which does credit to the film.

- **Graphics** 7
- **Sound** 7
- **Value** 7
- **Playability** 7

Speed of light



Things are moving faster. If you're going to keep up, you'll have to keep coming up with an answer.

A Casio scientific calculator can always help you work it out. And the further you go, the more you'll get out of your Casio.

Take this FX-451, for instance. It can instantly tell you 13 physical constants including, yes, the speed of light.

It also works by light. Not just sunshine either – even low light will activate its high power solar cell. So it's never likely to let you down.

98 scientific functions make it the most powerful calculator of its kind. Yet it costs just £22.95.

Every Casio scientific calculator successfully combines low price with a large number of functions. And adds useful innovations to tried and trusted technology.

Factors which make Casio No. 1 in the UK calculator charts.

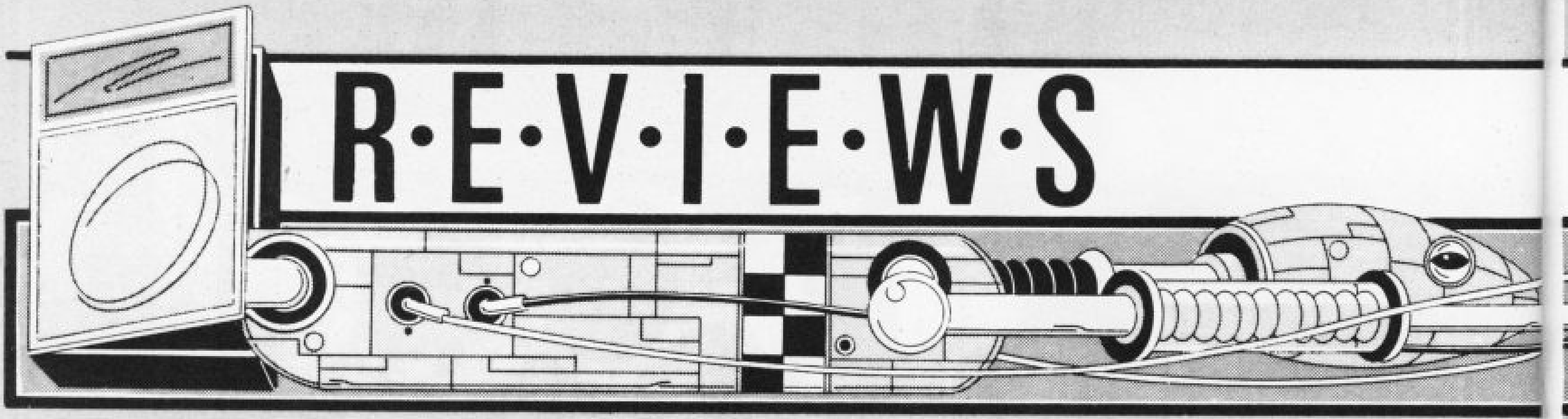


FX-100 FX-570 FX-920 FX-115

CASIO®

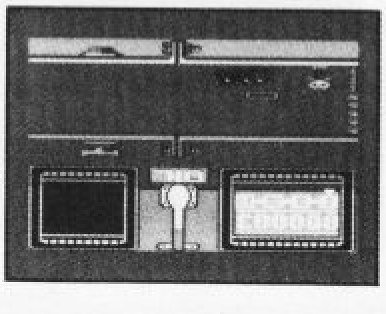
Casio FX-451 (above). 98 scientific functions. Binary, octal and hexadecimal conversions. 16 metric conversions. Logic operation. Hyperbolics. 10 digit (10 + 2). Independent memory. Solar powered. Touch sensitive keys. £22.95 (RRP inc. VAT). Casio FX-100. 42 scientific functions. £14.95 (RRP inc. VAT). Casio FX-570. Powerful scientific/statistical calculator. 79 scientific functions. £17.95 (RRP inc. VAT). Casio FX-920. 51 scientific functions. Solar powered. Wallet style. £16.95 (RRP inc. VAT). Casio FX-115. 67 scientific functions. Solar powered. £17.95 (RRP inc. VAT).

ARGOS, BOOTS, COMET, DIXONS, GREENS IN DEBENHAMS, JOHN MENZIES, RYMAN, SELFRIDGES, W.H. SMITH, UNDERWOODS, WILDING OFFICE EQUIPMENT, WOOLWORTH: Also at Landau Calculators, McDonalds Stores, Metyclean, Savory & Moore, Sumlock Bondain, Vallances, Eurocalc, Beales, Takeda, Sumita, Checkers, Preedy's, O.M.E., Geerings, Mitre, Typewriter Centres and other leading Hi-Fi, Photographic and Department Stores.



R·E·V·I·E·W·S

BLITZ GAME



THING ON A SPRING

MACHINE: CBM 64
SUPPLIER: Gremlin Graphics
PRICE: £7.95

The home computer industry has thrown up some odd characters in its time. The Wally family from Mikro-Gen, the Piman and programmers like Jeff Minter. But Gremlin Graphics have a new software star who seems likely to literally spring out of the screen at computer gamers.

Thing on a Spring is a bubbly and exciting new game from the company that released *Wanted Monty Mole.*

Even the title frame displaying the game instructions is impressively animated and has a fantastic, catchy theme tune accompanying it. From here on, it's an all-action adventure into a world of flying monsters, walls and obstacles to be climbed and a series of dangerous ledges to be negotiated.

The character you control in the game looks remarkably like Zebeedee from the children's programme *The Magic Roundabout.*

The Thing can move left and right, somersault in either direction or, if you hold down the joystick, spring high into the air.

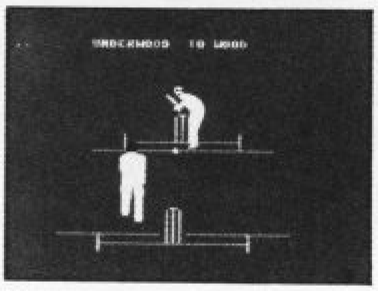
The game is loosely based on the platform and ladders theme but also includes a smooth scrolling routine which adds a touch of class to the program.

The speed at which the game is played also distinguishes it from other "climbing" games and the excellent backing music is something that is sadly missing from most games software.

Great graphics, excellent animation and sound together with immense playability combine in what must be one of the top selling 64 games of the summer.

Watch it spring to the top of the charts.

- **Graphics** 9
- **Sound** 9
- **Value** 8
- **Playability** 9



GRAHAM GOOCH'S TEST CRICKET

MACHINE: CBM 64
SUPPLIER: Audiogenic
PRICE: £9.95

Thwack . . . and another blow is dealt to the Australians by England in *Graham Gooch's Test Cricket.* Wishful thinking? Perhaps, but all things are possible. The game has two modes — arcade and simulation.

First the simulation. Sit back and do nothing. The game unfolds before you, just like a real test match. The action mainly takes place in the wicket area and switches to the outfields when the ball is hit that far.

Scorecards and bowling figures are displayed at the end of each over.

The graphics are lifelike and pleasing and the action is quite absorbing — for a while. You soon find yourself itching to take part and get involved with the action. It's time to switch to the arcade mode.

In this mode, you have control of the batsman when his team is in and the bowler when his team is fielding.

When batting, the joystick fire button is used to control the stroke. Fail to press the button and the batsman will do nothing. Time the stroke well and you'll score, if lucky, a six. A badly timed stroke could end with you being bowled or caught. When bowling, moving the joystick left or right will result in an offside or legside attack. Pressing the button confirms the choice.

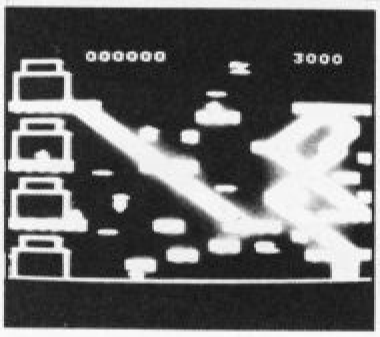
The game also allows you to decide to play a one day match with limited overs — 40, 55 or 60 — or a test match of two innings and unlimited overs.

The teams can also be chosen from a squad of 20 players. A one or two player option is also available.

With joystick control limited to just the bowler or batsman, it makes the game sound a little slow and boring. But that's not true. After a short while you find yourself absorbed in the game — just like the real thing, in fact.

In the *C&VG* office test, England beat Australia by one wicket to loud cheers.

- **Graphics** 9
- **Sound** 7
- **Value** 8
- **Playability** 8



MIDNITE MASON

MACHINE: TI-99/4A
SUPPLIER: Arcade Hardware
PRICE: £24.95 (cartridge)

As a brickie you've left your tools inside a building and decide to collect them at night. That's where your problems start, since four ghosts want you to leave your tools where they are. Seven different tools are scattered at various locations.

Midnite Mason has six different building layouts and four levels of difficulty. Play with either keyboard or joystick and, since the documentation doesn't mention it, release the Alpha Lock key, or you will be in trouble.

When the fourth level is completed, the ghosts are less smart, but faster. A timer counts backwards from 900 to 000 in increments of 10, so it's keep on the move all the time.

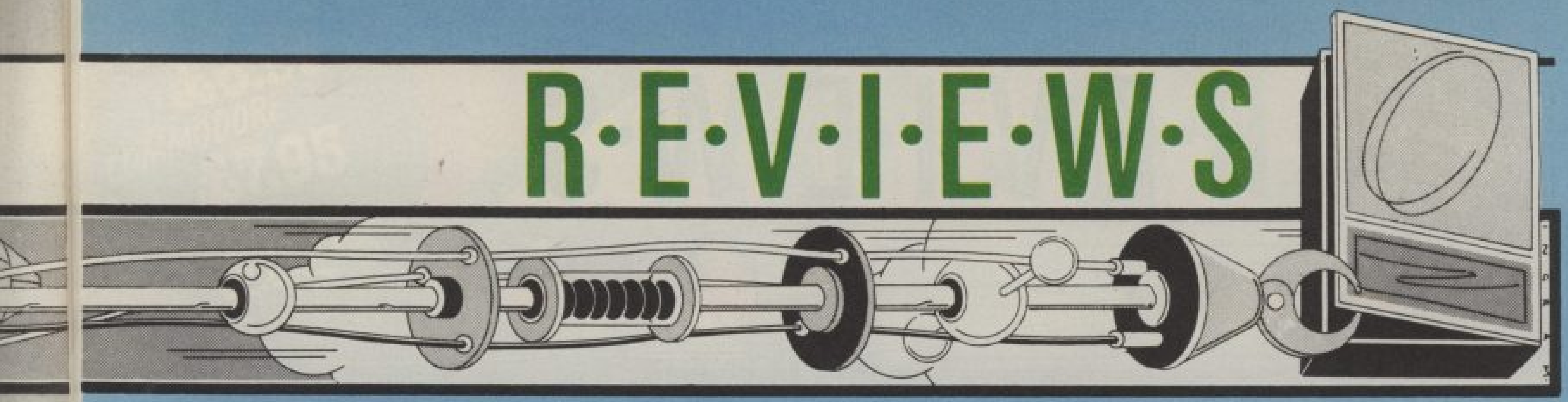
On the plus side for our brickie is that when the fire button is pressed, he hacks away the floor, causing a ghost a hasty downward exit. Equally as quickly, he can mend the floor, bridging any gaps he has made.

The mason's speed seems slow, especially when the ghosts are on his trail, but with strategic moves you can save him from an untimely end.

You start with three masons but another is awarded on earning 5,000 points, and you will certainly need one by then.

Midnite Mason may seem a variation on a theme, but its simple, clean presentation, together with excellent graphics and sound will make it a good addition to the Texas enthusiast's collection.

- **Graphics** 9
- **Sound** 9
- **Value** 8
- **Playability** 9





HYPER SPORTS

MACHINES: Spectrum, CBM 64, Amstrad
SUPPLIER: Imagine
PRICE: Spectrum (£7.95) Amstrad & CBM 64 (£8.95)

This time last year you couldn't go into an arcade without hearing the rattle of furious fingers on buttons as everyone attempted to beat world records for athletic events on *Hyper Sports* — Konami's brilliantly timed Olympic simulation.

Now, at last, you can get versions of the game on home computers — many of which are bound to be wrecked as gamesters everywhere go for the BURN!

The resurrected Imagine company bring you this game based on the arcade classic. Sports featured are swimming, clay pigeon shooting, vaulting, archery, the triple jump and weightlifting.

All require good hand to eye co-ordination and fast reactions to succeed. We looked at the Spectrum version for the purposes of this review — and the graphics and animation are above standard for all the events.

Swimming requires you to time your breathing just right, and the novel clay-pigeon sequence makes demands on your joystick/keyboard skills to blast the clay targets out of the sky. In the vaulting sequence you have to control your athlete as he leaps over a vaulting-horse. Get it wrong and you end up in a heap on the floor!

Archery requires you to shoot a moving target — extremely tricky — while the triple-jump returns to more traditional sports-simulation, joystick-wriggling techniques. Weightlifting provides a test of strength, stamina and timing — and is an original addition to the game.

Criticisms of the game include the fact that you can't jump from event to event at will — you have to qualify in each one to progress through the game. There isn't a practice mode either — useful in any home micro sports game.

I also found the Spectrum version difficult to play using a joystick — keyboard controls were much better. And the program allows you to redefine them.

STOP PRESS: We've just seen the C64 version — and it's a peach! Terrific sound, brilliant graphics — but still easier to play using the keyboard. Just listen to the *Chariots of Fire* theme tune and you'll be hooked.

• Graphics	8
• Sound	6
• Value	8
• Playability	9



SKY JAGUAR

MACHINE: MSX
SUPPLIER: Konami
PRICE: £17.40 (cartridge)

It's time to defend our planet from the galactic baddies once more! Controlled by either joystick or keyboard, your task is to thwart them by using a fleet of Sky Jaguars, the ultimate in Earth's defence system.

Unless you have extremely nimble fingers, a joystick is probably the best bet for beating them off.

The background music seems familiar, and the screen scrolls smoothly downwards, revealing the various landscapes over which aerial battles are to be fought. Deserts, canyons, mountains, towns and the sea are well depicted, providing extra graphic interest.

The invaders range from exotic to more exotic, as their modes of defence and attack do. While doing your thing for terra firma, an occasional POW will appear. This doesn't mean you've bought it, but it does mean that your fire power is doubled for the duration that it is visible on the screen.

Ingenuity is the word for nine different forces attacking, each with their particular mind-boggling tactics.

Sky Jaguar itself responds very fast to your control input — and just as well!

There are also large floating enemy fortresses — the red control towers must be knocked out before any attack on the fortress itself is to be successful.

The speed of *Sky Jaguar* can be increased or decreased.

The right of the screen displays your score, high score, remaining Sky Jaguars and scene numbers.

Sky Jaguar is a compulsive and extremely addictive game.

• Graphics	9
• Sound	9
• Value	8
• Playability	9



MOPIRANGER

MACHINE: MSX
SUPPLIER: Konami
PRICE: £17.95 (cartridge)

Mopiranger is a game that many of you will recognise as a *Pacman*-like layout, yet it requires more complex strategies. The scene is an underwater labyrinth in which the fiendish Razons are holding the Moplits captive. Mopy Ranger, in his canoe, has the task of rescuing them against many difficulties.

The tidal currents within the water maze randomly change directions, making the task at times seemingly impossible.

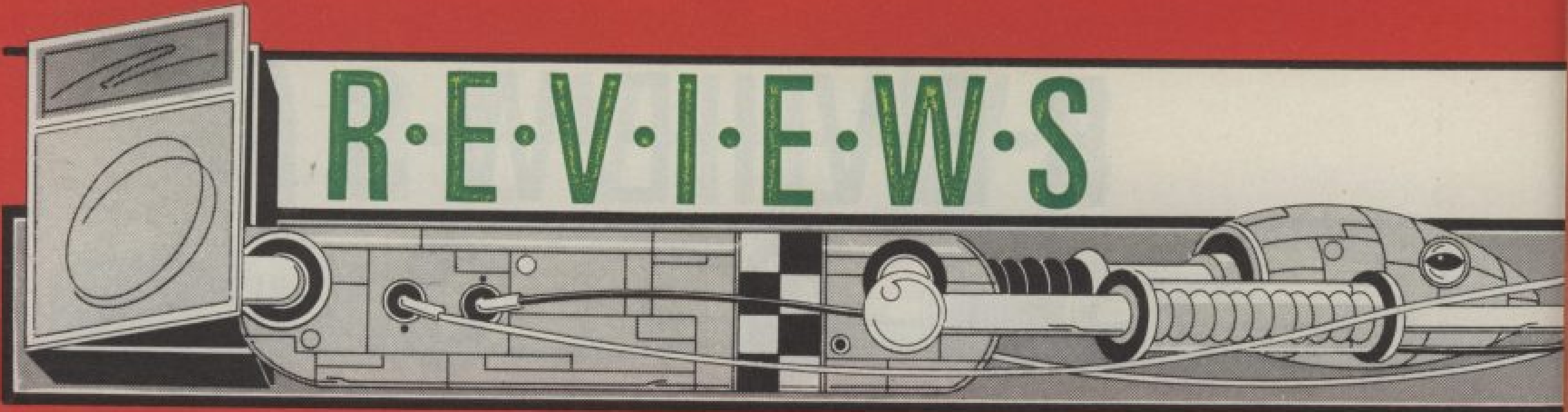
While Mopy has his stone beamer ray, turning Razons into stone, they present obstacles by the diverted water flow. If played with a lot of dedication, this game can be most rewarding and, at times, very frustrating.

The game is started with three Rangers and another is awarded when a mission is completed or a new screen is started. There is also a pause facility (F-1) key, and a suicide exit with (F-2) should you not be able to clear the pattern. This, of course, will lose you a Ranger.

There are 50 screens on this game, so you will need sharp wits and a lot of strategy, combined with patience. Control is with either keyboard or joystick.

This game is a definite departure from Konami's range of excellent games in its style and is set to be another winner. The graphics, action and style are super.

• Graphics	9
• Sound	8
• Value	9
• Playability	10





MINER 2049'ER

MACHINE: TI-99/4a
SUPPLIER: Arcade Hardware
PRICE: £23.95 (cartridge)

Miner 2049'er by Tigervision was nominated by several publications in the USA as game of the year. While it has taken a little while to reach the UK, it's certainly a game worth waiting for.

There are eight levels, which you get a glimpse of after the title screen, which show you what you've got to shoot for. In this game the levels are remarkably distinct, unlike many which put up screens varying only slightly from each other.

Bounty Bob has to enter all eight mine stations of an abandoned uranium mine, in search for a baddie, Yukon Yohan.

The top left of the screen displays points, the top right shows the remaining time you have to finish the screen and, if you don't beat the clock, it's curtains for Bob.

Various cute little mutant fellows inhabit the mine levels, but providing they are in a diamond shape — when an item has just been collected — Bob can eliminate them easily. To complete a screen, all framework sections must be "claimed" by Bob walking on them, this being visually indicated. There are five points for each piece, 80 points for mutants and 100-900 points for possessions. *Miner* is joystick only operated which is a blessing as you progress through the game.

There are slides, lilypads, pulverizers, transporters and, in the final screen, a cannon, with which Bounty Bob is able to blast himself to the required levels.

Select too much dynamite and Bob goes into orbit. Also worthy of further mention, and in fact a delight in graphics, are the transporters. By standing Bob in a transporter and using the number keys you can "beam" Bob up to the desired level. Just make sure that there are no mutants at the other end!

Superb packaging and documentation combine with all the other elements to make a game that will appeal to a wide audience. The simple "Clementine" melody is played during the demo mode only and supported by well integrated sound effects during the screens. A recommended game.

- **Graphics** 9
- **Sound** 7
- **Value** 9
- **Playability** 9



LE MANS

MACHINE: 64/MSX/Einstein
SUPPLIER: Electric Software
PRICE: £9.95 (MSX cassette), £14.95 (Einstein disc)

While *Pole Position* has probably been one of the most successful racing games previously offered, *Le Mans* certainly beats it in my book. Whereas *P.P* was rather like running behind a remote control car, *Le Mans* puts you right in the hot seat. The game loads in about five minutes, with a great title screen of the car. A demo mode follows immediately — recommended viewing — and, by selecting keyboard or joystick, you can get straight on the starting grid.

The length of the race has been scaled down from 24 hours to 24 minutes and is determined by fuel, time or laps.

There are facilities for acceleration, deceleration, the obvious left and right movements and braking.

The details that have come to be an Electric hallmark are all here. Gauge shows engine temperature, oil pressure and RPM. Figures show fuel, points, position, speed, laps and elapsed time.

Points are scored for overtaking and lapping competitors, laps completed and for time and fuel unused.

Most other games show competitors as coloured blurs at odd intervals on the track. Not so here! Clever graphics show rivals approaching from the rear in the two mirrors, but the best feeling is when you see them diminish as you overtake!

When you turn via either the keys or joystick, your hands actually turn the wheel and when you accelerate, the right hand dabs the gear. It's pretty obvious when you overcook it. Amidst squeals from the tyres and other horrendous sounds, the sky turns an unnatural shade of green and everything revolves FAST! Retaining your composure, your only losses are time, speed, fuel and dignity.

There is also a nice visual score screen complete with helmet and a bottle of the best bubbly. A lot of thought and time has been put into *Le Mans* — and it really shows. Excellent graphics and sound. A great game.

- **Graphics** 10
- **Sound** 9
- **Value** 9
- **Playability** 9



FROGGER

MACHINE: TI-99/4A
SUPPLIER: Arcade Hardware
PRICE: £24.95

This particular version is the Parker Brothers original, from SEGA, which has been imitated many times.

On cartridge, any limitations previously produced by basic language speed, or complexity, are of course non-existent. This one or two player game does not need joysticks — no provision has been made for keyboard use.

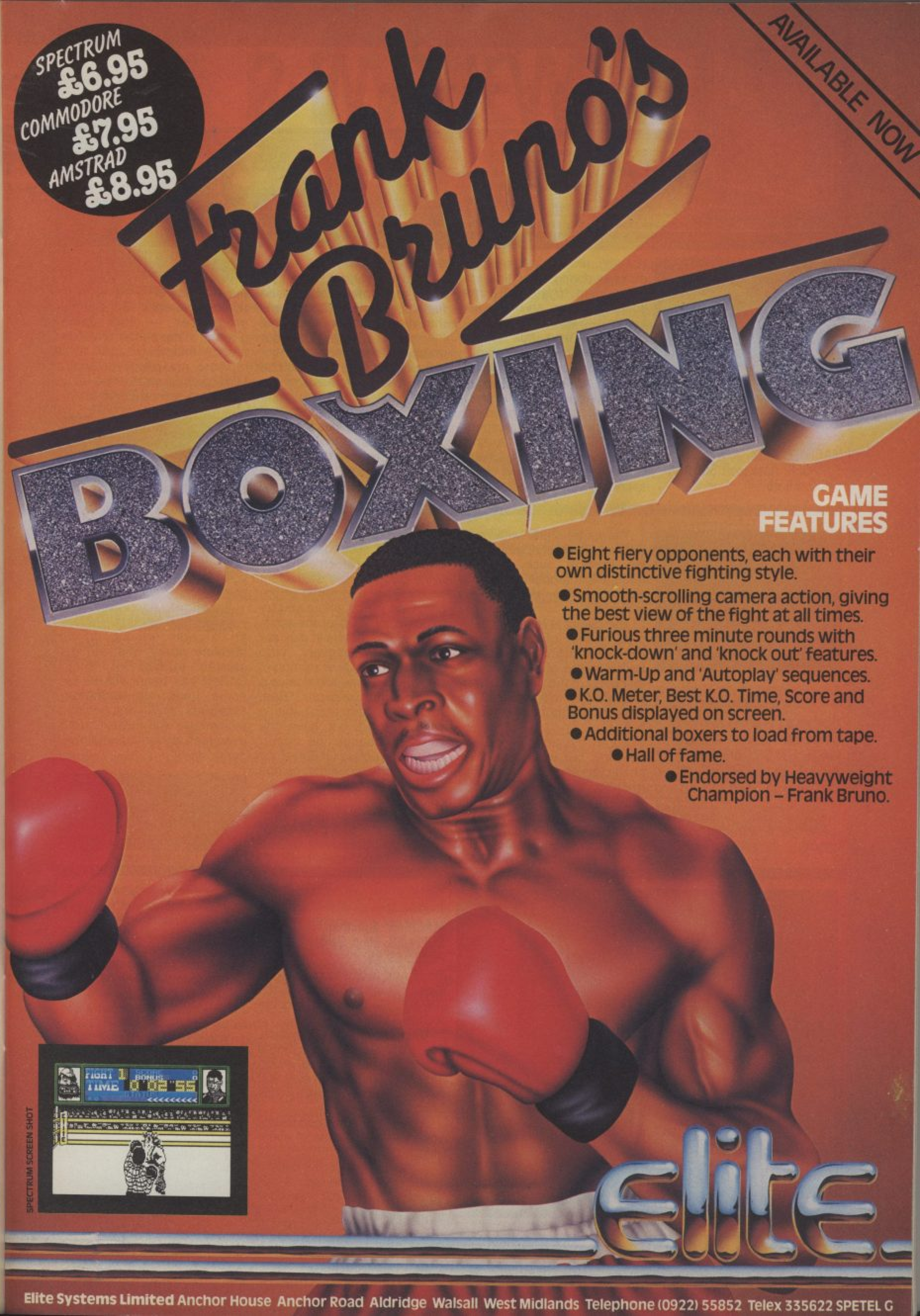
Starting with five frogs, four lanes of traffic are the first obstacle, with the inevitable skull and crossbones denoting the demise of our aquatic friend should you get run down.

The riverbank dash is the fun bit — the turtles dive while you are deciding which log, running in the opposite direction, is most advantageous.

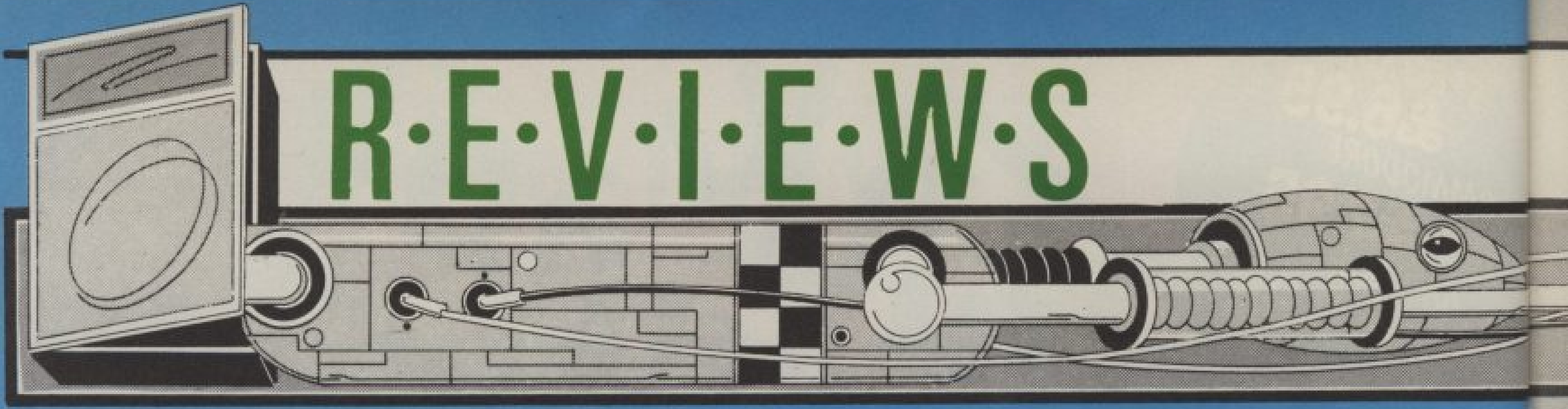
Occasionally, a log floats down with a "lady" frog on it. Jumping onto this log gives extra points, as she is carried to safety.

As the levels progress, alligators, snakes and otters all add to the dangers encountered and various bonuses are awarded for getting froggy into a bay which contains a fly, and for the time remaining.

- **Graphics** 8
- **Sound** 7
- **Value** 8
- **Playability** 9



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SKRAMBLE

MACHINE: MSX
SUPPLIER: Aackosoft Software
PRICE: £6.95

Loading time is about eight minutes, during which time you are treated to a superb title screen showing an F-16 — or similar — warplane.

Anyone who has played *Penetrator* or games of that ilk will recognise the scenario — flying a fighter over a mountainous landscape.

The fighter bears more resemblence to the space shuttle than the slick craft in the title screen and, judging by the very basic sound effect, seems to be constructed from an ancient motorbike.

Bombs and guns cannot, as in the many other versions, be fired independently and I found that the opposition sacrificed themselves willingly. The poor graphics diminish even further in the final stages, probably due to the speed increase of the game.

The game lacked appeal and the slow running was a bore. It seems a shame that, with so many competitive MSX games available, a slow running one like this does not exploit the full potential of the machine.

Apart from the graphics of the title screen — and even these degenerate as the game progresses — this game doesn't have a lot to recommend it.

There are plenty of better MSX games worth spending your hard-earned £6.95 on.

- **Graphics** 4
- **Sound** 3
- **Value** 4
- **Playability** 3



Q*BERT

MACHINE: TI-99/4a
SUPPLIER: Arcade Hardware
PRICE: £24.95 (cartridge)

Almost all readers will be familiar with weird *Q*Bert* and his gymnastic leaping around a pyramid. *Q*Bert* is a one or two player game with only joystick control.

The game starts with three Q*Berts, the first appearing on the topmost cube and the remaining number of lives is shown to the right of the pyramid.

The object is to hop Q*Bert onto every cube, so that eventually the entire pyramid becomes the colour indicated to the left of the pyramid. Care is needed not to hop him off the sides or off the bottom row of cubes.

So far this sounds an easy exercise, but when the other characters and objects become involved, things get distinctly trickier. The Red Ball rolls around, threatening to squash Q*Bert, while the Purple Ball hatches Coily the snake.

Q*Bert can exit by boarding the nearest flying disc via the exit cube. The placement of the flying disc is again dependent on the level and round of the game, so watch where you try to board, or it's over the edge.

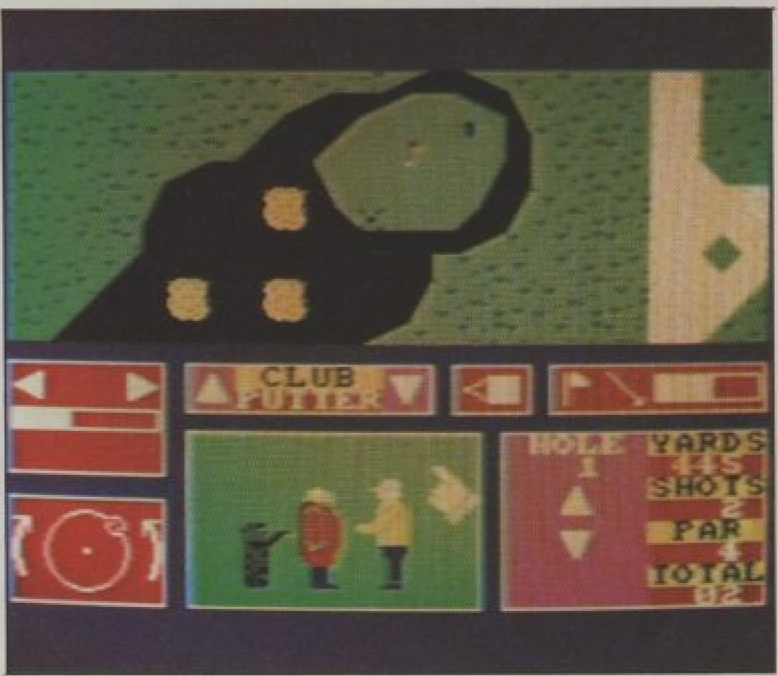
Other characters in play are Ugg and Wrongway, who appear on the lower portion of the pyramid, travelling sideways and upwards to leap on Q*Bert.

Slick and Sam aren't able to catch Q*Bert but have the ability to change the cubes' colours, so unless Q*Bert stops them by direct contact, he has to retrace his moves to alter the colours already made by his moves.

The Green Ball can't catch Q*Bert either, but if Q*Bert makes contact with the Green Ball, all the characters except Q*Bert freeze momentarily and you are able to score bonus points.

Excellent documentation ensures that whether you are an arcade genius or an absolute novice you can get started quickly. Although Q*Bert has been with us for some time, his endearing expletives -@!?!!- and nervous movements will make him an evergreen favourite. Certainly a game for all.

- **Graphics** 8
- **Sound** 7
- **Value** 8
- **Playability** 9



NICK FALDO PLAYS

MACHINE: Spectrum
SUPPLIER: Mind Games
PRICE: £9.99

Fore! And *Nick Faldo Plays the Open* swings into action on the Royal St George's Golf Course for the 114th Open.

Using keyboard or joystick, you control a fully-animated golfer, his club choice, swing strength and direction over 900 fully-scrolling screens of this famous course.

A plan view of the course lets you see the outcome of every shot.

To help plan your next shot, a wider view of the course can be had. Or you can ask your caddy's advice. "Driver," you demand. "Are you sure?" replies the caddy. "Yes," you say. "OK," he relents.

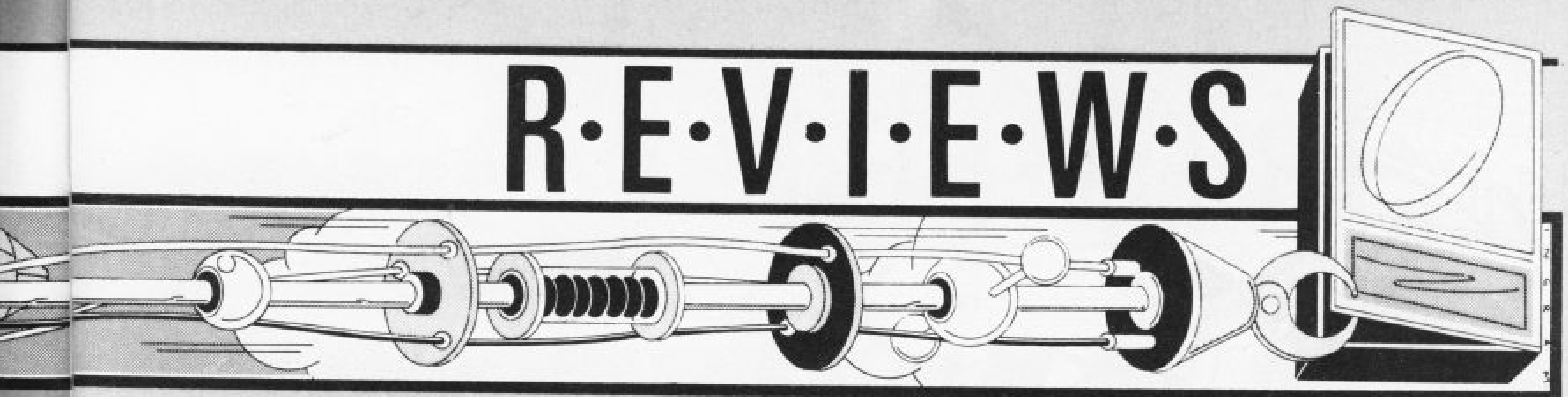
Power and direction of the shot are chosen by an icon-driven command system. The shot is controlled by the joystick — moving it forward and left, for example, will slice the ball to the left.

Wind, weather and deep bunkers all conspire to destroy your chances in the Open.

Nick Faldo Plays the Open is also available for the Commodore 64.

- **Graphics** 8
- **Sound** 8
- **Value** 6
- **Playability** 8

R·E·V·I·E·W·S



THAT'S THE SPIRIT

MACHINE: Spectrum
SUPPLIER: The Edge
PRICE: £7.95

There's more than a hint of the plot of *Ghostbusters* in *That's the Spirit*. But don't be put off by that — this is simply the best game from The Edge since *Brian Bloodaxe*. Not surprisingly, it features some good old primary imbalance to keep you on your toes.

That's the Spirit is an interactive graphic adventure — along the lines of *Grand Larceny* and *Zim Sala Bim* — except the text input has been reduced to just one keystroke.

So what do you see on screen? Well, there's the main picture window with graphics which depict a New York cityscape — sort of Wally goes to Hollywood if you get our drift!

Below you see icons which depict what you have collected on your travels. You can EXAMINE these by moving a cursor over the object and hitting the examine key. This enlarges the object inside a special box in the centre of the screen.

On the right hand side of the screen you'll see a Spirit detector which looks a bit like a ghettoblaster with radar dishes!

You can control your little baseball-capped character with a joystick — but you'll need to hit the keyboard for the all important "adventure" vocabulary which includes, TAKE, THROW, CONNECT — a good one this as you can fix objects together and make useful items — SHOOT, HOLD etc etc. The vocabulary is pretty extensive.

So what have we got so far. A nice looking game with some interesting features. But wait — what about the plot?! Where are the instructions? There's a lot of blurb on the back of the package but nothing about the object of the game or how to play it. Hmmmm. There will be a short intermission while we get on the telephone and ask The Edge about this. Talk amongst yourselves for a bit will you?

OK, we're back! The object of the game will become apparent as you play and solve the various puzzles — but it's got something to do with Liberty Island, folks!

Now back to the review. *Spirit* is a challenging game with some complex puzzles and riddles. If you like a challenge and games which need a bit a thought to crack then you'll enjoy it immensely.

Traditional adventure gamers might like to take a look at it as well!

• Graphics	7
• Sound	6
• Value	8
• Playability	8

GO TO HELL

MACHINE: Spectrum
SUPPLIER: Triple Six
PRICE: £6.95

The blurb for this game says it's unbelievably difficult. Well, that's true. It also says the game "will tax almost every reflex you ever imagined you had". It only taxed my patience.

The basic idea is to save your best friend from Hell by collecting the power from seven crosses and confronting the Devil in his lair. You have to explore 50 "hellish" screens complete with some tacky graphics of heads being sawn in two by giant saws, damned souls being stretched on racks and other pretty juvenile "horrifying visions" of that nature.

The graphics are crude and the sound even worse. I found it difficult to play and ended up wondering why I was bothering.

The best thing about this game — apart from the packaging — is the animated intro screen showing an evil looking monk who blinks at you.

If *Go to Hell* is an attempt at producing a "controversial" game that your mother wouldn't like, then it fails. Even bad taste software has to have style. At least you know where to send it!

• Graphics	4
• Sound	2
• Value	1
• Playability	2

CRAZY PAINTER

MACHINE: CBM 64
SUPPLIER: Pocket Money
PRICE: £1.99

Crazy Painter sets a seemingly simple task — to paint the screen as quickly as possible.

Dogs, moths, caterpillars and boys keep walking across the paint to complicate matters. Some objects will take your brush, others your paint.

There are eight levels of difficulty to brush your way through.

It's tempting to say playing *Crazy Painter* is about as interesting as watching paint dry. But that would be a cheap joke and unfair on the game. It's not that bad.

• Graphics	5
• Sound	5
• Value	6
• Playability	6

WAR MACHINE

MACHINE: CBM 64
SUPPLIER: Pocket Money Software
PRICE: £1.99

War Machine is a not very effective shoot-em-up and shoot-em-down.

Your task is to protect your remaining stock of neutronium from constant bombardment from alien space ships. There's an extra hazard from wandering land vehicles which crash into your defence vehicle.

The best thing about *War Machine* is the price. But, even so, there are much better games available for the same price. It's worth giving this one a miss.

• Graphics	4
• Sound	4
• Value	5
• Playability	4

PETALS OF DOOM

MACHINE: C16/Plus 4
SUPPLIER: Gremlin Graphics
PRICE: £6.95

Flower power rears its head in space for the alien-zapping *Petals of Doom*.

The only way out of a space cavern is to help the flower plantation grow. Only when this has happened will the energy curtains which block your way finally lift.

But plant-hating alien bugs are doing their best to stamp out the plants. Only your shooting skills stand between you and freedom.

You get 99 levels of play in this variation on the classic space shoot out.

• Graphics	8
• Sound	8
• Value	7
• Playability	8

PIPELINE/S.O.S.

MACHINE: Spectrum
SUPPLIER: Viper
PRICE: £6.95

Two games on one tape make this new release from Viper a winner.

Just in case you don't know about *Pipeline*, the general idea is to help the foreman keep the flow of petrol at a refinery running into the storage tanks. The nasty Laddermen attempt to plug up your pipes and you, as the foreman, have to take your worker along the pipeline to knock out the obstruction.

The "free" game on the b-side is *S.O.S.* — a lunar-lander type game in which you have to pilot a space-shuttle.

• Graphics	7
• Sound	6
• Value	9
• Playability	9



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged

THE CHESS GAME

MACHINE: CBM 64
SUPPLIER: Micro Classic
PRICE: £7.95

Heyyy! This is pretty. Lots of nice chunky animated graphics, good sound and an original concept. But wait a minute — how do you actually PLAY this game? There're no instructions on how to play the game. They tell you how to load it, what controls to use, who wrote the game and designed the graphics — BUT NO GAME DETAILS!! Talk about frustrating.

After a bit of detective work, we found out how to play this original arcade version of chess. You play the part of a little chap — or is it a girl? Not quite sure about this one either — could this be the first game with added gender benders?

Anyway, you have to cross the chess board, drawn in 3D perspective several times, battling various chess piece opponents — including knights, bishops, queens and the like.

The actual chess board can turn nasty too — zapping you when you least expect it. And the crowd — even worse than a bunch of Millwall fans — throw things at you. And chess is supposed to be a quiet game!

Lots of nice touches in Micro Classic's game — including a really nice loading screen which shows your hero asleep in bed with a chess board nearby. The game is supposed to be his or her nightmare you see.

Lots of black marks for the inadequate instructions — but the good news is that *The Chess Game* is an original and interesting game.

• Graphics	9
• Sound	7
• Value	8
• Playability	7

JACK CHARLTON'S MATCH FISHING

MACHINE: CBM 64
SUPPLIER: Alligata
PRICE: £6.95

Jack Charlton provides the "big name" endorsement to what has to be one of the slowest games ever made.

The aim of the game is to get the heaviest catch of fish as possible in a set time by choosing the right rod, reel, hooks, fishing line and bait.

Up to eight people can play. Each is allotted a position by a lake which appears to be situated in a snowy Alpine valley — hardly the type of scenery associated with Geordie Jack.

Once the tackle and pegs have been selected, everybody settles back to wait . . . and wait . . . and wait.

When your peg flashes a fish is near. A cross-section of the bank is then displayed with the fish swimming towards your hook. Pressing the space bar at the appropriate moment will hook the fish.

And so the match continues until time is up and each player's catch is weighed.

Alligata says this is "not your usual computer game." And how right they are! Recommended only for the most dedicated angling fan.

• Graphics	5
• Sound	4
• Value	5
• Playability	3

FIVE-A-SIDE

MACHINE: CBM 64
SUPPLIER: Anirog
PRICE: £5.95 cassette/£8.95 disc

Furious five-a-side football action is the subject of Anirog's summer offering.

Our review copy was a pre-production version which lacked certain refinements to the music and speech.

But the game, Anirog promises, has "the atmosphere and mood of a real football match."

It has fouls and penalty shoots. For penalties the screen changes to a close up view of the goalkeeper in front of the net.

Potentially a good game for a nice price. Final judgement, of course, must be reserved for the finished product.

• Graphics	7
• Sound	Not finished
• Value	8
• Playability	7

ACTION BIKER

MACHINE: CBM 64
SUPPLIER: Mastertronic
PRICE: £1.99

Having your software game advertised on an estimated 12,000,000 packets of KP Skips is a brilliant marketing ploy.

And that's just the deal Mastertronic has completed with KP to promote *Action Biker* which features Clumsy Colin, the KP Skip character.

Clumsy Colin tears around town collecting spares for his motorcycle, giving him extra speed and power to enable him to enter the drag race at the end of the game.

Action Biker maintains Mastertronic's tradition of excellent budget-priced software. At £1.99, you would be nuts to miss it.

• Graphics	7
• Sound	7
• Value	9
• Playability	9

SWORD OF DESTINY

MACHINE: C16/Plus 4
SUPPLIER: Gremlin Graphics
PRICE: £6.95

Kelok, a master warrior of the eastern region, is not a happy man. Not only has he been killed in battle by the evil warlock Xorphas, his heart has also been stolen.

Kelok's soul is condemned to wander in torment unless he can regain his heart. Armed with his "Sword of Destiny," Kelok's quest begins in the warlock's Abyss of Death.

His search takes him through 10 levels of arcade adventure.

To find his heart, Kelok must collect the flashing objects — each one opens up another part of the abyss. Killing Death's guardians also helps.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

TYCOON TEX

MACHINE: C16/Plus 4
SUPPLIER: Gremlin Graphics
PRICE: £6.95

Pipeline patrol sure is hazardous for Tycoon Tex — planes, bombs, explosives, missiles and arrows are the bane of his life.

Too many breaks in the pipeline will cause the pressure to drop and the game will be over.

All Tycoon Tex has to fight off the dangers are his sixguns.

When one pipeline run is successfully completed, Tycoon Tex moves onto the next level — and there are 99 of them in all.

Will Tycoon Tex fail in his battle to protect his pipeline or will it be a case of oils well that ends well?

• Graphics	7
• Sound	7
• Value	8
• Playability	8

C&VG SOFTWARE SERVICE

A GREAT NEW WAY TO ORDER YOUR FAVOURITE GAMES

This issue sees the start of a great new service that **C&VG** has set up to help take the frustration, worry and effort out of buying your favourite games software.

The Software Service has been tailored to meet all your software needs. Each month we will be offering you the chance to buy any of the games that are listed in the Gallup Top 30, have been mentioned in Games News or reviewed in this or any of the last six issues by mail order.

All you have to do is fill in the coupon below, entering the titles of the games you would like to purchase and the type of computer you own, and send it to us. All postage and packing is FREE!!

Plus, in each issue there will be a special competition or offer open to all those who take part in **The Software Service**.

This month, if you order three or more pieces of software, you will be entitled to another high quality game absolutely FREE!! Something no other mail order service can beat.

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If you have any queries, please phone our hot-line number (01) 731 4607.

The offer is only open while stocks last! So hurry!

This month, to launch the start of **C&VG's Software Service**, not only will you receive a 50 pence discount on each game that you buy, but you will be eligible to receive a top quality game free if you order three or more software cassettes totalling over £5.

For the Spectrum we are giving away the highly acclaimed adventure *Twin Kingdom Valley* from Bug Byte and the excellent arcade adventure *Worse Things Happen at Sea* from Silversoft.

Commodore owners can choose between *Election Trail* and *Fame Quest* from Brain-games or Artic's superb football simulation *World Cup Soccer*.

Two arcade games, *Swoop* and *The Wall*, are on offer to Beeb owners and *Ahhh!* (CRL) and *Chopper Squad* are the games that we are giving away for the Amstrad.

All you have to do to receive your free game is to enter the title of the games you wish to receive in the space provided on the coupon. Please remember that this offer is only open to those who purchase three or more games.

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Please send your orders, together with a cheque or postal order made payable to the Computer & Video Games Software Service — remembering to deduct 50 pence off the RRP of each game—to Computer & Video Games, Software Service, FREEPOST, 30-32 Farringdon Lane, London, EC1R 3AU. We operate a Freepost so there is no need to attach a stamp.

All prices are as quoted in C&VG. Excess monies will be refunded and returned promptly with your order. Unfortunately only orders for £5 or more can be accepted and the 50 pence discount only applies to games priced £5 or more.



Dear Bughunter....

Well, I've just finished opening this month's batch of letters, so let's get going.

J. Dhaliwal has some problems getting his Commodore 64 programs to work. A teacher at his school has volunteered to help, but the school computer room only has Commodore 3032 computers. "What can I do to get my Commodore 64 programs to run on the 3032s?" asks Mr Dhaliwal.

Well, not a lot I'm afraid. The 3032 is one of Commodore's older machines, known in most places as the PET. Although both machines and, in fact, all the Commodore micros, use a similar version of BASIC called Commodore BASIC, there are many differences between the machines. You'll know for yourself that the 3032 doesn't have the colour graphics or sound capabilities that the Commodore 64 has. Therefore, the BASICs on each machine will have to be different to cope with this.

Although simple programs that don't make use of graphics or sound should work on both machines, there's no hope of anything more complicated being easily transported between them. And if your 64 program has a POKE or two in it then you may as well give up, as most POKEs are totally different.

Why not show your teacher a printout of the program on paper and ask if this would be any help?

Dear BH,
How can I change the character set on my Spectrum? I mean the lower case, upper case and punctuation as well to produce a whole new set, like in *Lords of Midnight*. I have tried using the same method as defining UDGs but this won't work. Please help.
R J Clements

Sinclair have made it easy for you to change your character set. All the information you will need is in the system variables chapter of the Spectrum manual.

Look in the list of system variables and you'll find one that points to the character set. Actually, it points to 256 less than the character set, so you'll have to adjust it.

What this pointer tells the Spectrum is the address in memory of where the data for the normal standard Sinclair character set starts. The characters starting from that address are all the printable characters, starting at the space character and going up to the copyright symbol.

That character set can't be changed but, luckily, the contents of that system variable can. What you do is define your own character set and store it somewhere at the top of the computer's memory. Then, to switch between your set and the normal Spectrum set, just adjust the system variable to point to the set that you want to use. You'll find chapters about how to do this in various Spectrum books.

I hope that's what you wanted to know.

Mr C Rutter (why doesn't anyone tell me their first name any more?) has written to the problem page suggesting that *C&VG* has a monthly section of POKES and general tips for getting high scores and infinite lives in the current top micro games.

Mr Rutter even volunteers to supply the information himself. Well, sir, we actually get enough POKEs to fill a couple of pages each issue. Problem is, software companies don't like all those cheating codes published. They'd rather you took longer to finish their games.

That's my view on the subject. If you feel differently, then drop me a line at the magazine's normal address which is on the contents page. Mark your envelope Problem Page.

Dear BH,
I am currently writing an adventure game for the Commodore 64. The game will, hopefully, be too long for the player to finish all in one go. How can I add a save game feature to my program?
Andrew White

The facility for the player in an adventure game to save his or her current position on tape is very useful, and is not difficult to add. Basically, what you need to do is to be able to save all the information that describes that status of the player on to a cassette or disc file. Then, when the game is restarted, to read the information from that file and reconstruct the previous game.

What you will need is two separate subroutines in your program. One, the save game subroutine, needs to save the contents of any relevant variables by putting them into a file on tape or disc. The other subroutine, the load game routine, will then read those values and put them back into the correct variables. You should save such values as the list of objects that the player is carrying, the current score, the rooms visited and those yet to be discovered. Now you know what to do, you should be able to add this feature to the program.

Remember DOSOFT, the company who offer various services to Commodore 64 owners with tape and disc drives? I mentioned the company a couple of months ago and, since then, they were kind enough to send me a sample of their products.

DOSOFT currently offer programs for 64 owners that will:

1) Transfer normal slow-loading cassette games to 1541 disc.
2) Transfer a variety of turbo-loading games to 1541 disc.
3) Add a turbo load facility to your own slow-loading cassette games.
4) Allow you to use Sprites with your 64.

The programs are available separately, or all on a single disc. The manual that comes with the package is good and contains a lot of information.

DOSOFT are at 2 Oakmoor Ave, Blackpool FY2 0EE, if you would like further details.

Dear BH
I have been given an Epson printer for my Electron. How can I link them together?
Andrew G

You can use the Acorn Plus 1 interface to link any Epson printer to the Electron. However, the P40 and P80 printers require a slight modification to the Plus 1 so that they work with the Electron. You don't say what printer you have, so I can't help you with this one. Your dealer should have all the details, or ring Epson's technical help desk for advice. They're in Wembley, on 01-902 8892.





At last, it's been released!
Dragontorc of Avalon, the chart-topping Spectrum adventure movie is now available for the Amstrad CPC 464 and CPC 664. The story so far – Evil Morag the Shapeshifter has snatched the crown of Dumnovia, struck from the legendary Dragontorc of Avalon, and now only needs the remaining four to gain total mastery of Saxon Britain.
As Maroc the Mage you must challenge Morag through strife torn kingdoms to reach the crowns first and release Merlyn, your old tutor, from Morag's dark spell. You'll stumble across secret crypts, magic circles of stone and ancient leylines which will be your main route to the crowns. A free map included with the adventure will help you plot your course and a scenario full of clues will prove invaluable in your desperate fight against Morag. But be prepared for Sensory Animation! This programming breakthrough gives lifelike emotions to the many characters you'll meet on your journey. Upset them and any chance you have of reaching the crowns may be dashed forever.





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GSH

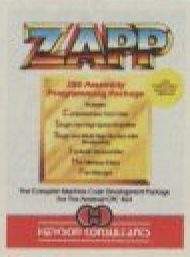
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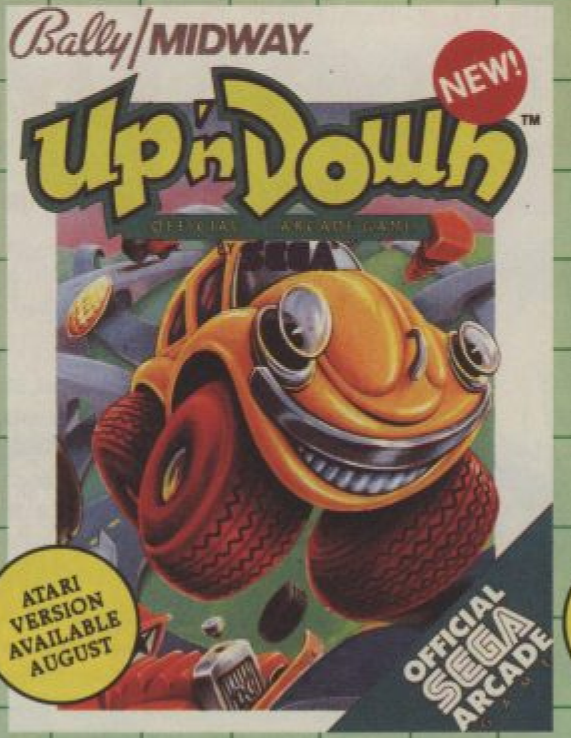
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As part of our continuing development of innovative software we are always happy to evaluate programs sent to us with a view to publication.

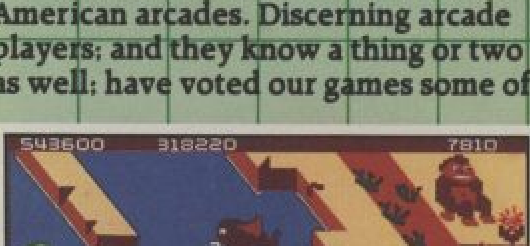






OUR ARCADE GAM
HITS, WE BROUGH

Here at Sega, we like to think we know a thing or two about quality. Our reputation has been forged in the World's most competitive market, the American arcades. Discerning arcade players; and they know a thing or two as well; have voted our games some of



the best of all time. They've enjoyed high speed action, breathtaking graphics, thrills and spills, variety and



innovation as one chart-topper has followed another.

But why should the arcade players have all the fun we were asked. Of course there was no reason at all; and so we decided to bring our games home and let all the family have a piece of the action. We have re-written the programs for many of the popular home computers and now everyone from junior to grandma can have a go!

Like chasing the mighty ape up Monkey Mountain in CONGO BONGO number 3 in the Billboard Chart in 1984. You'll ride hippos, dodge charging rhinos and do battle with jungle creatures; but make sure you don't end up as a lunch time treat for a man eating fish!

Or you can have a smashing time with Bally Midway's UP'N'DOWN. This is a frustrated motorists dream; you bash your way over rough roads,

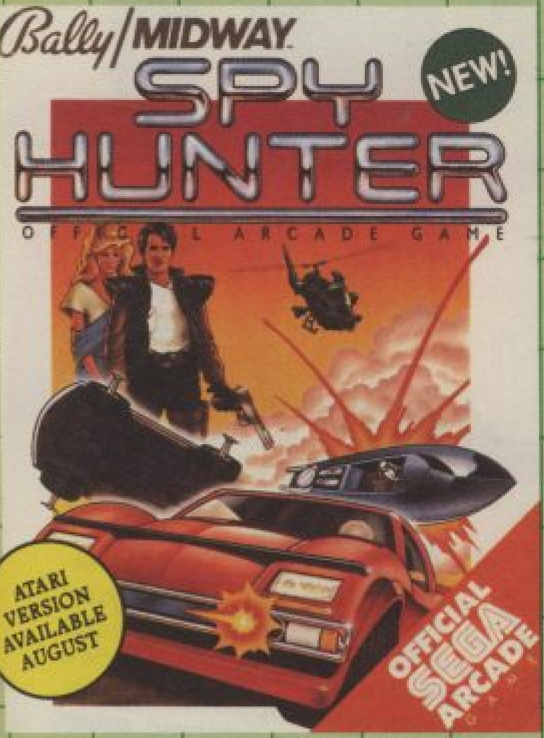


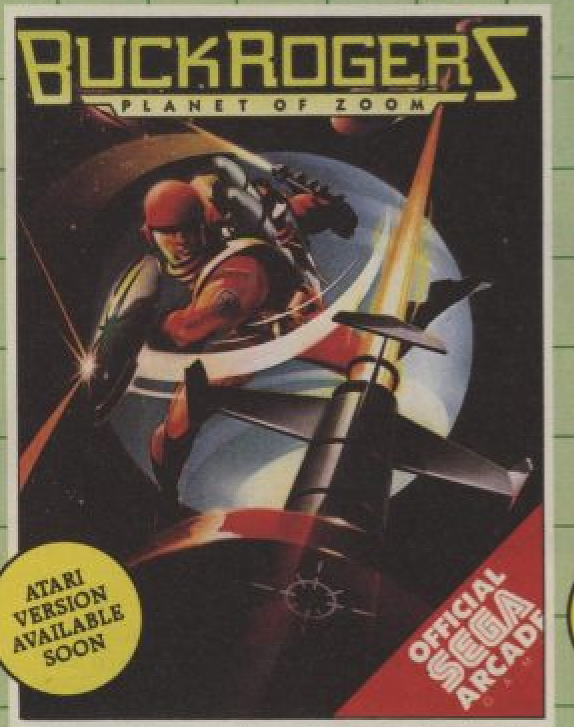
leap dead ends, canyons and crush anyone who gets in the way! No. 1 in the Play Meter Conversions Poll, UP'N'DOWN is one smash hit that really is a smash!

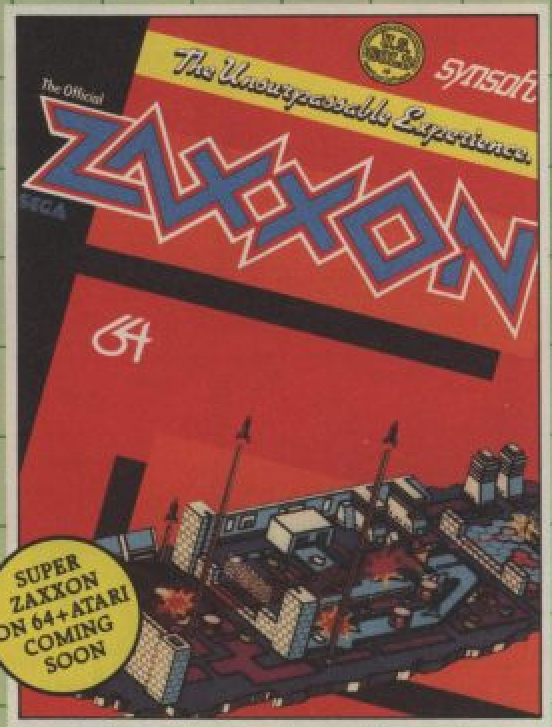
And if all that doesn't drive you to drink then TAPPER will! This has got to be the loudest, wackiest saloon bar there's ever been. The action gets truly out of hand as the overworked bar tender scrambles to serve his unruly (and very thirsty) customers.

NEW!	Atari	Commodore 64	Spectrum	Amstrad
SUPER ZAXXON	AUGUST	AUGUST	SOON	SOON
TAPPER	AUGUST	NOW	NOW	SOON
UP 'N' DOWN	AUGUST	NOW	SOON	SOON
CONGO BONGO	SOON	NOW	SOON	SOON
ZAXXON	NOW*	NOW	NOW	SOON
BUCK ROGERS	SOON	NOW	NOW	SOON
SPY HUNTER	AUGUST	NOW	NOW	SOON









MES WERE SUCH BIG
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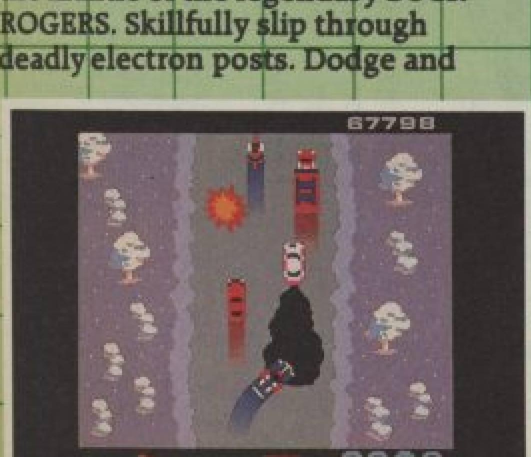
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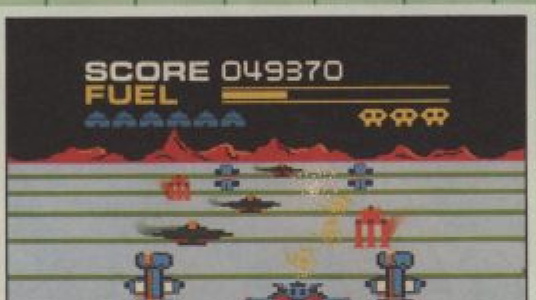
Work your way through the wild Western Saloon to the Sports Bar. From there to the slam dancing Punk Bar and into the Space Bar where the customers really are out of this world!

Down to earth with SPYHUNTER from Bally Midway. But don't expect any chance of a rest. After all, this was the number 1 arcade game of 1984 and now you're in the hot-seat of the deadliest machine on four wheels. You're after enemy spies. The situation is life and death. You'll need every weapon you've got – machine guns and guided missiles, oil slicks and smoke screens. But the enemy is everywhere. On the road, in the water, even in the air. So you'll have to be more than fast to stay alive in SPYHUNTER; you'll need brains and guts as well!

Fly into the 25th Century and bear the mantle of the legendary BUCK ROGERS. Skillfully slip through deadly electron posts. Dodge and destroy deadly space hoppers and alien saucers. Your race against death has just begun! Prepare for battle with your most powerful enemy... the mother ship. You must hit her dead centre – anything less will only waste fuel. Aim steady, but hurry... your fuel is dangerously low!

And finally there's the legendary ZAXXON – the ultimate experience. You'll pilot a space fighter through force-fields and enemy fire on your mission to do battle with the deadly ZAXXON. Countless others have gone before; now it's your turn to do battle. You'll quickly see why ZAXXON is one of only ten games that have made it into Electronic Games' American Hall of Fame.





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GYRON

Gyron, voted game of the month in May's *Computer & Video Games*, is a game with a difference. It is not an adventure or a true puzzle.

The idea is to penetrate the defences of a vast maze-like structure created by a sorceror scientist. There are two versions on each tape. Atrium is the "easy" version. Necropolis is more difficult.

And thanks to the game's publishers, Firebird, we can bring you this excellent map of the Atrium version to help you try to conquer this game.

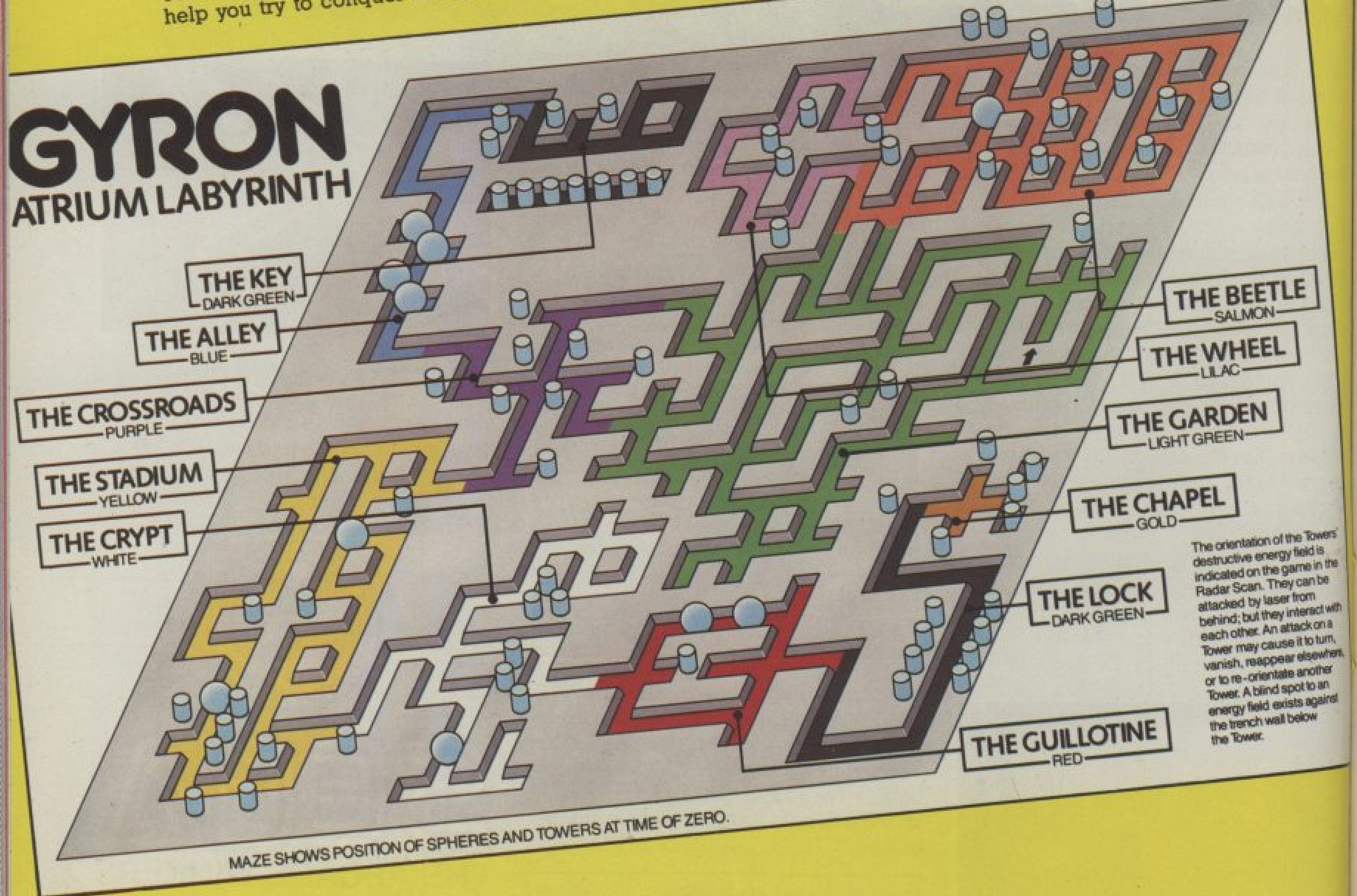
Both the Atrium and Necropolis labyrinths are of the same size and are surprisingly small at 252 × 25 character squares when taken as an extension of the Radar Scan shown on screen.

The difference between the two labyrinths is the complexity of towers and balls, different maze layout and more subtle clues.

The main objective is to align the towers so that their direction of fire (shown on the Radar Scan) is not threatening the player.

The towers form a complicated network. By shooting the back of one tower or a sequence of towers in the correct order, others will turn to face a new direction or disappear completely, allowing access to unexplored zones.

For instance, in the Atrium, The Key must be solved to open The Lock. The Spheres move around the labyrinth in a preset route, sometimes presenting an obstacle in the path of the player and sometimes offering shelter against fire from the towers.



DYNAMITE DAN

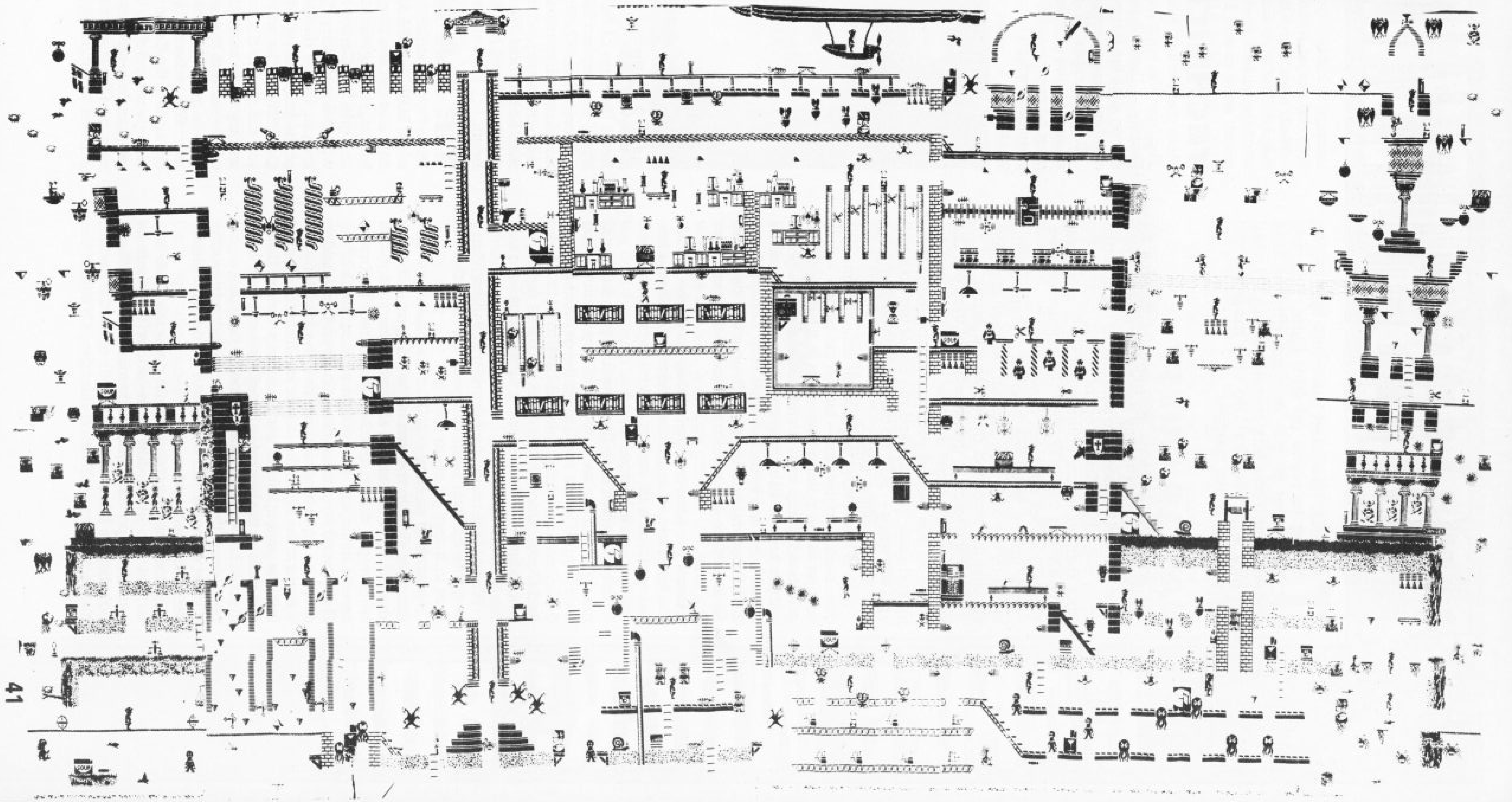
Dynamite Dan is about to explode onto your computer screens. People who liked *Technician Ted* should not miss it.

Mirrorsoft's new platform game for the Spectrum has Dynamite Dan up against the dastardly Doctor Blitzen and his assistant, Donna. To thwart the doctor's plans for world domination, Dan must blow the safe in the doctor's house, grab the secret plans and make his escape.

There's no doubt Dynamite Dan will have you leaping this way and that.

But in an effort to help all you bothered and bewildered platform game fans, *Computer & Video Games* magazine, with the help of our friends at Mirrorsoft, brings you this super game map.

But be warned! *Dynamite Dan* will blow your mind.





PROFESSOR VIDEO'S GAMES WORKSHOP

The Prof. has been busy this last month trying to come up with hints, tips and pokes for all you readers with the less popular machines but, remember guys, I need the info from you first. So stop moaning and get playing those games!

CASTLE QUEST

The anonymous reader who sent in the tips for *Castle Quest* back in July has finally owned up — he is Michael Dobson from Kent and he has included some more hints! To get out of prison, pick up the stool then stand underneath the torch and press RETURN and CURSOR KEY UP buttons together. This will knock the torch down.

Pick up the stool and place it underneath the ledge by the door then pick up the torch and jump up onto the stool and then onto the ledge.

Throw the torch in the direction of the bed. The bed will catch alight and the guard will rush in. When he has passed you, step off the ledge, pick up and store the stool, and run out of the door and up a few steps — BUT, be careful that you don't bash into the patrolling guard.

If he is there, stay on the stairs until he turns and goes back — follow him — but not too closely — until you get to the point where there is a ladder above your head. Jump onto it and you are safe.

If you have had anything confiscated, wait until the guard has gone back the other way then go down the ladder and turn to your left, up a few steps and there they are. It is safer to stop and pick up one item at a time.

Once you have completed this, go up the ladder and turn right, then down a ladder. Run left up a few stairs, run on a bit further and jump the gap — you will land on a bridge.

Make sure you have the sword in your hand and run right until you are a couple of steps from the end then jump. If lucky, you'll jump the gap and land on the other side where you will have to fight off two Red Ogres. Once this is done, go up as far as you can and store the sword, pick up the aqua-lung and fall off the edge.

When in the water, go left and up a ladder. Carry on going up, then jump from your ladder to the one next to it and go up to the top.

Next, drop an item — NOT the aqua-lung — and run right, right to the end of the platform and jump. You will hit your head on an overhanging ledge and fall straight down. Quickly press the "P" button several times and you should pick up the bucket. This time when in the water go right and up a ladder, drop the aqua-lung and retrieve the bucket.

Stand at the top of the ladder and throw the bucket into the water. Put on the aqua-lung and go down and pick up the bucket — hopefully it will have water in it. Go back up two ladders and go right past a gold coin, drop the aqua-lung near it and retrieve the bucket of water. Go down one ladder and slowly down the second.

As soon as the screen scrolls, press the JUMP key so that you slide down the ladder fast then, as quickly as possible, turn right and press the throw right button. If lucky, water will fly out of the bucket, hit the witch and kill her. If you miss, it is fatal. If you manage to kill her, go right and you will see a hole with the magic wand in.

Well, after that I think Michael deserves to be helped. So if YOU know what the wand is used for, what the wizard flashes and how to complete the quest, write in and I shall pass it on.

TECHNICIAN TED

Meet the person who finally released *Technician Ted* from the agonies of roaming round Microchip Factory — David Adams. He was presented with a silicon slice (as featured in this top-selling game) to celebrate his success by Hewson Consultants.

To help other TT addicts, Hewson Consultants released a list of tasks and the order in which they must be completed. BUT the secrets of the animated sequence which finishes the game are still closely guarded.



HELP!!

Jason Patridge of Northants is tearing his hair out trying to complete Micromega's *Jasper*. Any clues?

Someone else having trouble is Jeffrey Walton of Darlington. His particular problem is *Technician Ted*. He manages to plod through the first seven tasks but then he gets lost. He has managed to find 43 out of the 50 screens, but, alas that's where the problems begin. . . . How does he do number eight?

TIR NA NOG

Miles Dorrington of Devon writes in with tips on how to get LUNGH'S SPEAR. First you must go to the Lava flats and get the ring. Go to the door marked "O" for ring, in the Plain of Lies. Get the antlers and go and give it to Cernos in the forest of Cern. He in turn will give you a harp. Go out of the cave and pick up the pin. Follow the Sidhe. He can't kill you because of the harp, though this only works in the forest of Cern. The Sidhe will take you to the secret door. If you still can't find it, move a bit left or right, then turn and try to go in again. Once in, get the spear and take it back to the starting room.

To help activate the Seal, you need Calum's hammer. This is found by going to Storm base. With a spade, face the Celtic cross found there, walk NORTH nine paces and drop the spade, et voila! You will also need an oak leaf to open a door. To get this powerful item, take the feather and the honeycomb to the door marked "B" in Badheim, go in and drop the feather



by Balrig's shrine and there you have it.

To enter the ring of stones in Tir Clachan, you will need the book. Enter the door and go into the ice-cave. Get the ice and half torc. That's as far as Miles has got in this game, so, if anyone can help him to get the other parts of the seal, please write to me, marking your envelope TIR NA NOG tips.

BRUCE LEE

One observant reader — Gareth Randall of Essex — noticed that we had left out an important and very useful tip in our *Bruce Lee* map, July issue.

On screen 16, two circular orange objects appear, one on top of the other, at the bottom right of the screen. Each time Bruce Lee touches these, he gains an extra life. By running in and out of the bottom level of the room and picking these up, up to nine lives can be gained after which no more of the objects appear. This works on the Atari version, so you will have to try it out yourself to see if it works on the others.

One last tip, from round three upwards, Ninja and Yamo become so vicious that they will kick you to death the moment you stop moving. Do NOT get trapped in a corner — you no longer have any chance of survival there!

POKE CORNER

Sorry for the lack of pokes this month but we haven't received any in the office. So come on fellows start sending me some pokes for all types of games and computers and REMEMBER to include how to enter the pokes into the computer. The best POKE each issue will get the sender some FREE software for his or her computer!

Glenn Vyse has come up with the following pokes for the Spectrum. CHUCKIE EGG: — MERGE"" (ENTER). When okay message appears, type POKE 24501,195:GOTO1 (ENTER). Then load the game. When loaded, type in as a direct command: POKE 42837,0:RANDOMIZE USR 42000. Play the game.

ANDROID II: — When asked for keyboard or joystick option, press Caps shift + Break and enter these pokes as direct commands: POKE 52249, 24:POKE 52250,32:POKE 53897,0 (ENTER). Then enter CONT. You will now be immortal.

Joe le Sage of London has submitted the following for the Amstrad version of *Roland in Time*. To get endless lives, type — Memory 4999: Load "rointime", 5000. When the program has loaded type: Poke 5850,167 (if you are using a green screen monitor, you have to type Poke 5001,1). To start the game type: Call 5000.

BEEB LOVERS

Joe Williams from Northumberland was playing around on his Beeb and discovered the following tips.

SABRE WULF — When waiting for orchids to bloom, stay near to the exits — in case of bush-fires and indians. Mark the route to the cave entrance on your map. When you have collected all the bits of amulet, find your way onto and follow the path to the cave entrance. The guardian will have disappeared. Explore every "one-entrance" clearing, as the pieces of amulet are always in these rooms. Keep your finger on the sword button all the time, even when you are immune. Keep away from the dwelling of the Wulf as much as possible.

MANIC MINER — Eugene's Lair — don't panic. When getting the last brick, wait until Eugene is very near the top of the screen and jump to the right. Keep these keys on to get onto the brick wall and then push right to land in the exit. Do not waste time, as Eugene will come down and stand on the exit, to prevent you getting inside. If he is at the very top when you get the brick, he will stick to the ceiling.

MINER WILLY MEETS THE KONG BEAST — Pulling the lever on the left side of the screen will open up part of the wall, while the one on the right will cause the Kong Beast to fall down and give you points. When jumping onto the conveyor belt, face left when you are underneath the conveyor belt and the platform above. Keep the jump key on and, when you land on the conveyor belt, you will be facing right. You will then jump onto the platform above.

RUBBLE TROUBLE — Do not destroy all the rocks. When on HAYFIELD, go towards the crumbling rocks.

JOE DIGGER — Try not to get rid of all the land — marsh, mountains and forest. Do not dig holes for the meanies — push them into the sea. On the blue screen and onwards, keep your shovel down all the time.

AVALON

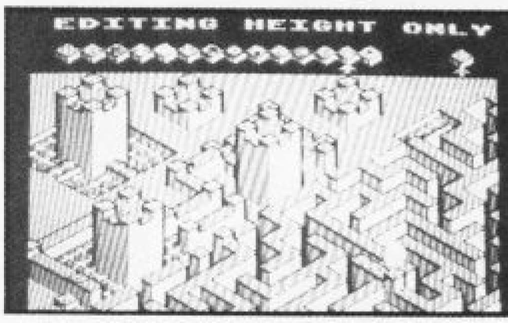
Calling W Carvallo of Amersham. Here are the clues you asked for in July. In the Labyrinth there is the sword of Caliburn which you must collect. To get the sword you must have the "find" spell. Then go to where the face is and go through the door it is looking at. Keep going that way until you reach a scorpion and slay it with a missile. Then cast "find" and move the eye near the door. You will now see the sword — get it and find the unlock spell which should be in the labyrinth. Cast unlock on the door that you cannot open — this will lead to the catacombs of the undead.

In the catacombs there is an Energy Source and an Energy Sink, both guarded by wraiths. Get all the spells you can find — some of them are very interesting. The oil can lubricates the locks which are very old. You will find the keys on this level. Find the amulet spell which is one of the locked doors — you must take this with you.

In the Chambers of Chaos use the sword on all the monsters, goblins, wraiths, warriors of chaos and ninjas. The only way in at the start is the summon spell then later you can go through the labyrinth. In the Chambers of Chaos, you need to find four items resembling plates. To get them, you have to go through a door which can be opened by the coin from the chest. The chest is opened with the key from under the skulls. Take the four plates to the large compass and pass them over it in a certain order. An invisible portal will appear — go through.

There are only four rooms on this level — occupied by goblins, wraiths, warriors of chaos and ninjas, but there are also indestructible, large, black, fire-breathing demons. Get out of their way until you reach a small box "Avelach". Make sure you have the wraith bane, chalice spell, amulet spell and the sword of Caliburn. Pass the sword over the box and HEY PRESTO you've done it! Thanks "Tipmaster".

LETTER FR



Braving the madding crowds at Chicago's prestigious Consumer Electronics Show, *C&VG*'s *MARSHAL M ROSENTHAL* checks out the new games which could be heading our way this autumn. Don't miss out on the hot gossip in part one of his report.

Arriving at Chicago's O'Hare airport, I now know exactly what it feels like to be stuffed into a phone booth with a very large, and very dirty, elephant. Scores of people darting around me — journalists, vendors, salesmen — all hurrying to get out of the airport and downtown. And fast. Because this is the Summer Consumer Electronics Show, where all that is new from everywhere makes its appearance. Somehow I get a taxi.

Chicago is called The Windy City, and it's supposedly due to the gusty draughts that blow most heavily in winter. My personal opinion is that the name derives from the consternation, craziness and frenzy that is the trademark of this trade show.

The McCormick Convention Center consists of a number of buildings the size of small countries, but CES fills them all up and spills over into nearby hotels as well. Where else can rows of satellite receivers be stacked side by side like tins of corned beef?

Coming a day early may seem like a good idea, but the effect is negligible when you realise that everyone else is doing the same thing. But it does give you a chance to look around, and many of the software companies arrange special previews to get your attention before your eyes start to bulge out.

I check into the hotel and go forth in search of Datasoft, who are previewing new games for the fall. I make my way to their suite, where I find Michael Dixon, general manager of European sales.

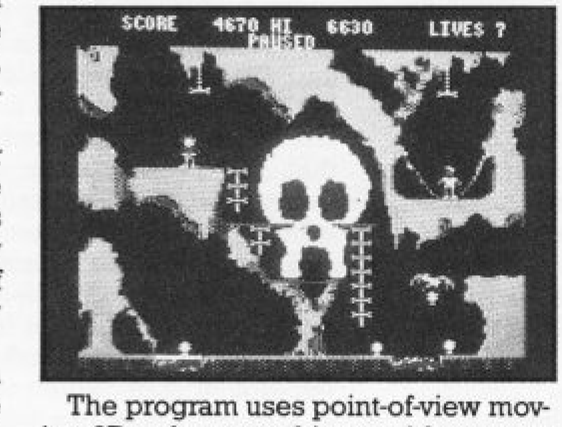
Datasoft plans to make a dent in overseas sales through aggressive marketing and high calibre software. Examples are running on nearby monitors.

Zorro: Similar in staging to *Bruce Lee* (also from Datasoft), the master of the short cut fights his way through the streets of old Los Angeles, battling soldiers and the evil Sergeant Garcia. The nasty Garcia has kidnapped a fair maiden and it's up to our hero to unravel clues and solve riddles in order to rescue her. I especially like the way Mister Z jumps from rooftop to rooftop (something I had always wanted to do as a child).

The Goonies: Based on the Spielberg film. Two Goonies must be guided as the pursuit is on to find a pirate treasure. The graphics are colourful and the onscreen characters entertainingly cartoonish to watch.



Alternate Reality: Here we have an ambitious action/adventure roleplaying game broken up into a series of modules. In the first, The City, you are stolen from Earth and sent to a strange place where you must make sense of your surroundings and find a way to survive.



The program uses point-of-view moving 3D colour graphics, and boasts an original sound track that changes with each location. Further modules take you throughout this "Universe" as your screen character grows and changes.

CES makes you feel a little like Cinderella. Just as I was getting out of the rain in *Reality* — it was time to leave to attend a preview given by Activision. And remember — the show hasn't even started yet!

People are wandering about in the Activision suite, drinking and laughing as they wait for the presentation. I seize the opportunity to grab the two men in charge of Activision International, President Gregory E. Fischbach and Vice-President Geoffrey H. Mulligan. I ask what they can tell me about Activision's overseas policy.

"Quite a bit," replies Mr Fischbach. "Activision intends to market broadly throughout the world. We feel that the best way to do this, and to understand and work with our overseas public, is to have people representing us who are part of that public. That's why, for example, Activision UK is run by British personnel."

"You also need to use common sense," adds Geoffrey Mulligan. "Our Music Studio program was redesigned to work on cassette since these are the most used drives in England. Great products will always sell, but you do need to market intelligently."

At the presentation four colour monitors are arranged on a low table before us. Each program is attended by its creator.

First to be seen is Steve Cartwright's *Hacker*, a game containing no rules — in fact the less said the better. But you are breaking into an evil computer corrupting world. Not the easiest starting point.

Gary Kitchen's *Gamemaker* expands on his recent *Designer's Pencil*. This program enables you to create games with moving sprites, action and sound.

Alter Ego enables you to relive your life and see the changes that happen at each byroad. The format resembles pages of an ever-changing novel. Designed by Dr Peter Favaro.

Mark Turrell's *Fast Tracks* brings the exciting world of slot-car racing to the computer. You can design your own tracks and then race on them. You can also create racing discs to send to others.

David Crane has got his hands on something even weirder than ghosts this time. He's found small people hiding inside computers. By creating *There's Someone Living Inside My Computer*, he's made an environment for them to be seen. You can coax them out into this miniature house which the little fellows can move around in; exercising, eating, watching TV. You can send them messages and they may respond — or not.

It's Sunday, Round One, the first day of CES. I'm up and ready and so are about a million other people.

All of a sudden there's a tug at my pants. I turn and see my assailant, who's only two feet tall, made out of red fur and riding a tricycle. It seems I've been grabbed by one of the promotional robots from the Robot Factory. These guys are remote controlled and can pop up anywhere. I give the little fellow

OM AMERICA



(?) a pat on the head, wave to a trio playing the piano, guitar and drums and move on. Little did I know that robots have taken over much of the show.

The TTC booth has spectators three feet deep, all watching Hearoid going through his paces. The perfect little robot servant, Hearoid responds to voice commands and even has a built-in cassette deck.

You can have him carry a portable black and white camera, or check that the front door is closed. A combination of programmable sensors enable him to function as a watchdog, alarm clock or travelling burglar alarm.

TTC also has the perfect assistant. Homer the Carryall. Homer is just a platform, but one that will follow you around wherever you go (thanks to a pocket sender you carry).

He can carry up to 40lbs.

Entering Commodore-land is like walking onto a softball field, as the area is huge.

A multi-level structure enables personnel to rise high above the madness on the floor, filled with computers, monitors and third party vendors showing off programs.

The hot new machine is the 128. It combines a C64 within for full compatibility, but is also a 40/80 column, extensive memory machine. A more powerful BASIC enables sprites, sound and graphics to be easily accessed.

The machine is built into a low profile case, has a numeric keypad, uses a mouse and will also run CP/M.

The new 1572 disc drive is the perfect peripheral, for it too runs all three kinds of software. Its appearance complements the 128 and the transformer is built in. It also loads faster than the 1571.

More disc drives for the C64 are appearing. The SD-1001, from Progressive Peripherals, gives one megabyte of storage in a low profile, double sided, double density drive. The transformer is even built in. Another drive, the Enhancer 2000 (Comtel group) is also slim — its half height a result of a very thin super high speed direct drive motor.

Voice synthesisers also dot the landscape. The CM-64 Voice Command System from ENG is impressive because of its simplicity of use. BASIC commands construct whole sentences that can be easily programmed into the C64. The interface can drive two voices (both of which come from the TV or monitor) and screen action is not affected in the least.

It seems natural for a publishing company to turn its best selling books into interactive Adventures, and that's exactly what Bantam Books Electronic Division is doing. Novels turned into computer fiction isn't new, but Bantam has added some twists.

The Fourth Protocol features photo-realistic graphics and an icon-driven intelligence centre to help you in your quest as a master spy.

In *I, Damiano*, graphics combine with animation to provide plot twists which randomly change.

Sherlock Holmes even makes an appearance in an all new Adventure called *Sherlock Holmes in Another Bow.* At the heart of all of these programs is a sophisticated interactive vocabulary of over two thousand words.

The EPYX area is foreboding, all black glass and angles. Dozens of monitors line the wall, with programs pulsating in a frantic calliope of colour and motion.

One section is devoted to LucasFilm, who are preparing two new games. The designers are on hand to demonstrate The Edilion and Koronis Rift, both using fractal generators to create ever-changing and different 3D landscapes. The Edilion is a curious 19th century machine which takes you on a perilous voyage into a magical dimension of Trolls and Dragons.

Koronis Rift is a legendary site of lost treasures and awesome devices — to take them you must defeat the guardians, using strategy to put together the right weapon combinations.

Ballblazer, with its unique split 3D screens and *Rescue on Fractalus* are also on hand.

A new version of the Temple of Apshai series, combining all three modules, is also due for release. It features improved graphics, sound and better playability.

Winter Games, a preview of the 1988 Winter Olympic competition will feature six sporting events, including a ski jump, bobsled racing and speed and freestyle events.

My head aches. My eyes feel like they've been used for soccer practice by some of the 90,000 people at the show today. My feet have pretty much left for the hotel already, taking most of my sanity along. But I'll be back tomorrow.

To be continued.

Author's bio: Besides operating his commercial photographic studio in New York, Marshal M. Rosenthal is also a freelance journalist for computer, video and high-tech publications.

COMPANIES MENTIONED

Activision
2350 Bayshore Frontage Road
Mountain View, CA 94043

Avatex modems
E+E DataComm
2115 Ringwood Avenue
San Jose, CA 95131

Bantam Books/Electronic Publishing Division
666 Fifth Avenue
New York, NY 10103

Commodore Business Machines
1200 Wilson Drive
West Chester, PA 19380

Datasoft
19808 Nordhoff Place
Chatsworth, CA 91311

Enhancer 2000 disk drive
The Comtel Group
1651 E. Edinger 209/PO Box 15485
Santa Ana, CA 92705

EPYX
1043 Kiel Court
Sunnyvale, CA 94089

Hearoid/Homer:
TTC
2009 East 223rd Street
Carson, CA 90810

Nintendo of America
4820-150th Avenue, NE
Redmond, WA 98052

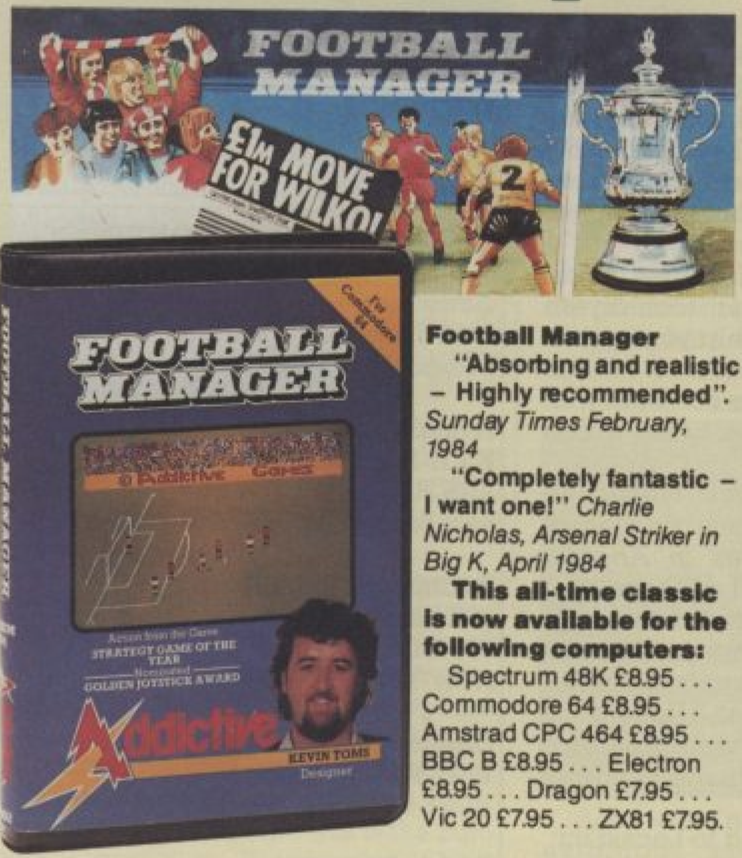
The Robot Factory
PO Box 112
Cascade, CO 80809

SFD-1001 disk drive
Progressive Peripherals & Software
2186 South Holly/Suite 200
Denver, CO 80222

Space Pen
Soniture, Inc.
480 Vandell Way
Campbell, CA 95008

Voice Messenger
Welwyn/Currah
50 Milk Street/18th Floor
Boston, MA 02109

Could YOU win the F.A. Cup?



Football Manager
"Absorbing and realistic – Highly recommended". *Sunday Times February, 1984*
"Completely fantastic – I want one!" *Charlie Nicholas, Arsenal Striker in Big K, April 1984*
This all-time classic is now available for the following computers:
Spectrum 48K £8.95 . . . Commodore 64 £8.95 . . . Amstrad CPC 464 £8.95 . . . BBC B £8.95 . . . Electron £8.95 . . . Dragon £7.95 . . . Vic 20 £7.95 . . . ZX81 £7.95.

Could YOU get a Newspaper Scoop?



STRINGER is an arcade adventure game in which you are a press photographer for the "Daily Blurb" set the task of snatching a shot of a Film Star, Polly Platinum in an hotel. To hinder your attempts your camera, flashbulb, press pass and the key to the lady's room have been hidden in the hotel and these items have to be recovered before the all important shot can be taken. To add to your troubles the hotel staff are bent on catching you before you reach your goal and your Editor has set you a strict deadline for the completion of the task.

The game has 5 skill levels and 10 screens of increasing difficulty. It is tantalisingly playable, graphically, excellent and, of course – Addictive! Available . . . Commodore 64 £8.95.

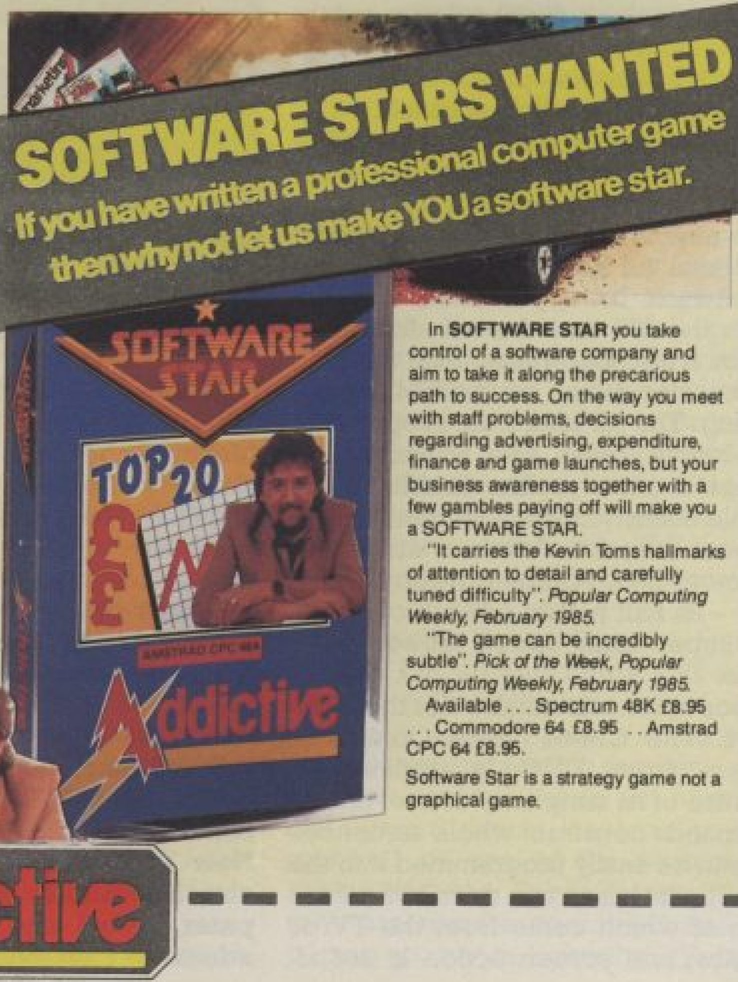
Can YOU avoid the fangs of a deadly spider?



Boffin is a challenging, action-packed game requiring a combination of cunning and slick keyboard control. Beware the Giant Puffer-Blimps in your way and give the massive Tarantulas a wide berth! Land on the giant hydraulic rams and they will slam you into deadly neutron magnets embedded in the cave roof! Manta-bats are useful allies and the trampolines will help you gain height – but remember to use your umbrella to break a deadly fall!

Available BBC B and Electron . . . £9.95.

Could YOU be a Software Star?



In **SOFTWARE STAR** you take control of a software company and aim to take it along the precarious path to success. On the way you meet with staff problems, decisions regarding advertising, expenditure, finance and game launches, but your business awareness together with a few gambles paying off will make you a SOFTWARE STAR.

"It carries the Kevin Toms hallmarks of attention to detail and carefully tuned difficulty". *Popular Computing Weekly, February 1985.*

"The game can be incredibly subtle". *Pick of the Week, Popular Computing Weekly, February 1985.*

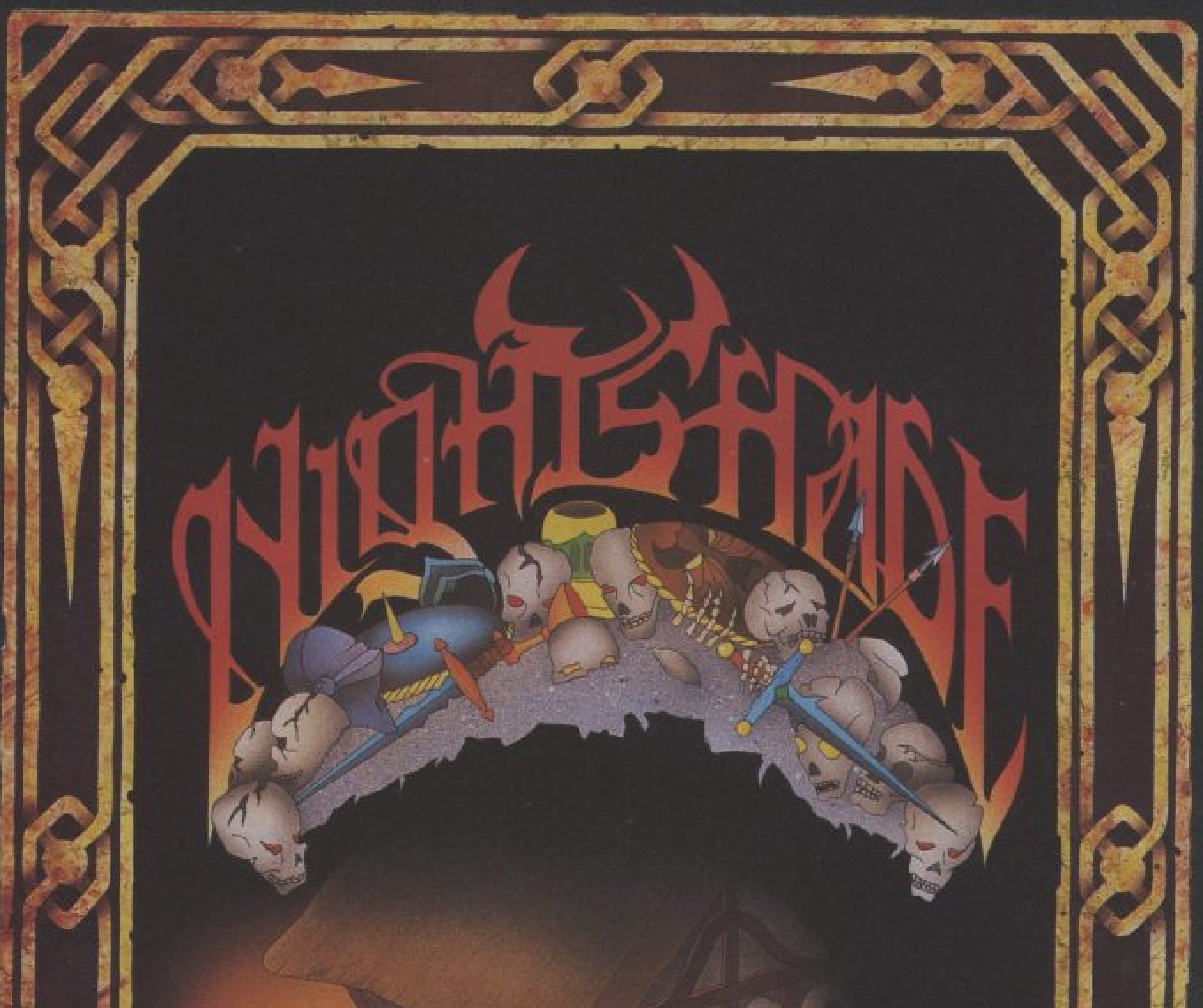
Available . . . Spectrum 48K £8.95 . . . Commodore 64 £8.95 . . Amstrad CPC 64 £8.95.

Software Star is a strategy game not a graphical game.



• Addictive Games •
7a Richmond Hill, Bournemouth BH2 6HE
Telephone: 0202 · 296404.

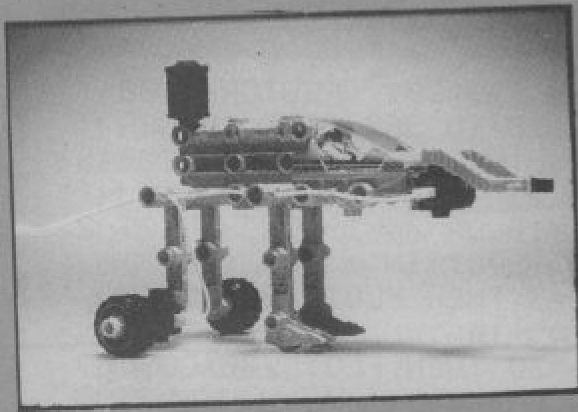
48K SINCLAIR ZX SPECTRUM

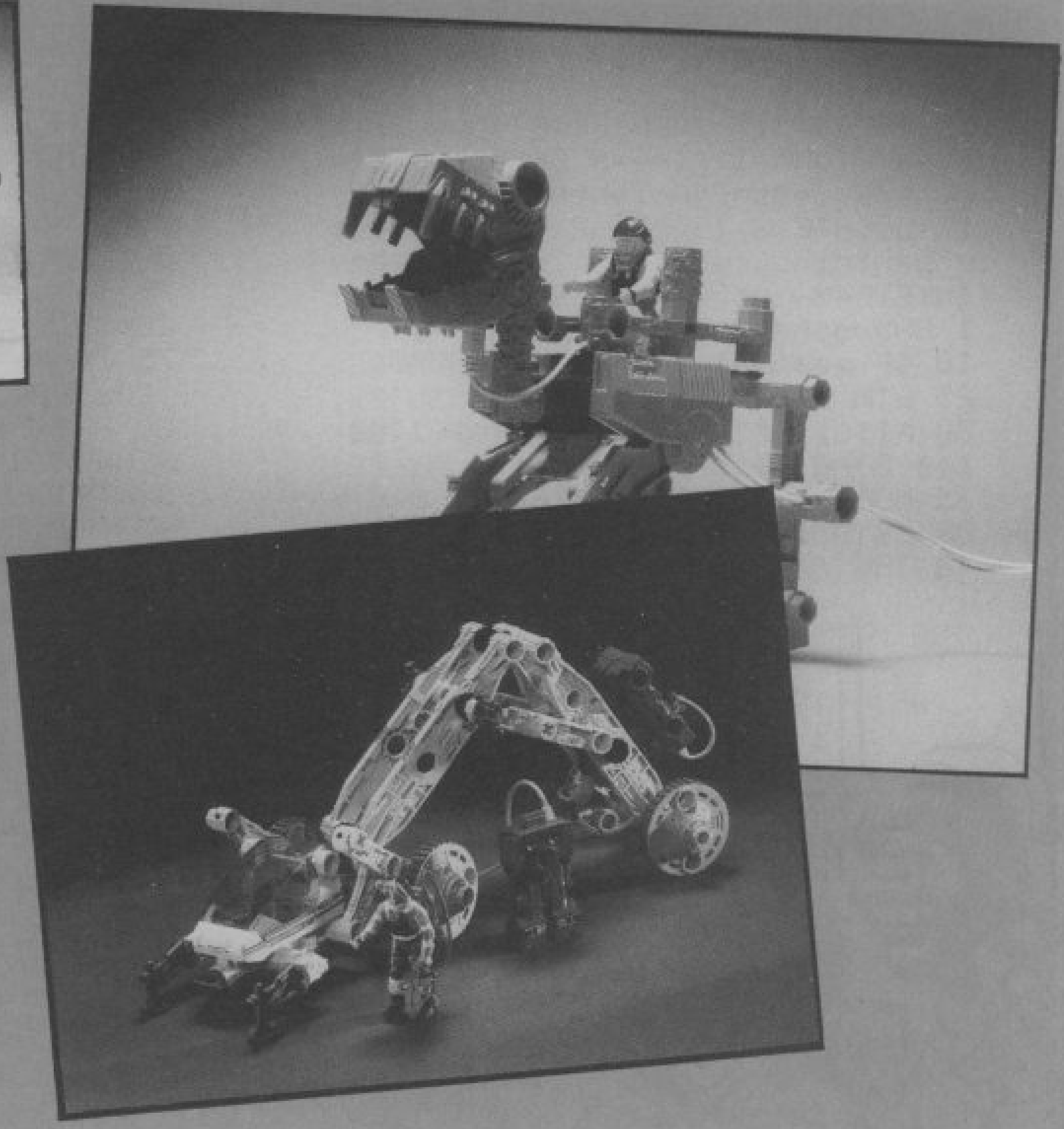


"NIGHTSHADE" recommended retail price £9.95 inc VAT.
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P are included) Tel: 0530 411485


This Great Game now available for . . .
COMMODORE 64
AMSTRAD and
SPECTRUM
Wizard's Lair
Bubble Bus Software, 87 High Street, Tonbridge, Kent TN9 1RX, England Telephone: 0732 355962 Telex: 95151

ROBOTIX COMPETITION





How would you like to build countless movable machines to your own design which can be powered — and controlled?

Well now you can with Robotix, the new range of motorised construction kits made by Milton Bradley.

And *Computer & Video Games*, in conjunction with Milton Bradley, is giving away three Robotix sets as prizes in a great competition.

The kits contain superbly-engineered, precision-fit ABS components, powered by unique remote control micro motors.

You can invent, build, power and control machines of your own creation. The only limit to what you can make will be your imagination.

First prize will be the R4000 Master Set. It contains four high-torque, bi-directional motors with overload clutch, a five channel control console, heavy duty cables with plugs and sockets, more than 100 precision fit components, a fully posable hero figure, "Haxon Graves", and a large colourful instruction sheet giving 10 examples of models.

The two runners up will receive the R2000 Super Set containing two high-torque, bi-directional motors with overload clutch, two power droids with control switching, more than 70 precision fit components and a fully posable space technician, "Tauron Oxus", with moving welding mask and instruction sheet.

Here's how you can win. Hidden in the word puzzle printed on this page are four names all relating to well known robots. All you have to do is identify and circle the names.

Send your entry with the printed coupon to Robotix Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1 3AV. The closing date is September 16 and the editor's decision is final.

Z	W	Y	P	R	C	Q	S	I	J	T	K	C	T
Y	A	S	T	A	C	B	N	M	B	R	U	D	U
O	D	R	O	B	O	T	I	X	O	P	X	V	V
A	V	G	Z	A	D	R	H	F	L	R	W	E	I
M	U	R	T	Y	A	Q	W	S	G	Q	V	H	A
A	C	D	E	P	L	R	M	A	R	V	I	N	X
G	Y	E	F	F	E	P	A	F	D	P	M	N	B
E	B	F	G	E	K	D	Y	C	V	I	D	E	O
A	E	G	K	D	S	X	O	O	I	P	J	Q	K
P	R	F	H	D	L	E	M	N	O	O	G	P	R
X	M	C	C	Z	L	L	M	N	X	H	A	I	V
R	E	S	G	V	U	F	Z	M	N	Q	O	R	W
U	N	Y	O	I	W	J	K	T	Y	S	E	P	U
A	T	V	Z	Y	M	N	S	Z	X	J	S	K	L

C&VG/MILTON BRADLEY ROBOTIX COMPETITION

Name ....

Address ....

....

....

....

Tie Break. In not more than 20 words, say why you want to win a Robotix set

....

....

....

....

Here's the chance to join the ranks of Jocky Wilson, Eric Bristow and John Lowe at the oche without endangering your waistlines.

From the comfort of your armchair, you can play anything from a quick 301 to a gruelling seven leg 501 tournament.

The rules are the same as the British Darts League in this excellent version of the popular pub game.

The darts are aimed by using the joystick or cursor and copy keys. The computer even chalks for you.

One tip when entering the listing is to remember that the symbol in line 275 etc is a #.

```
1 REM Darts by A.Hodgson
5 CLS:MODE 1:PEN 2:INK 2,8:LOCAT
E 3,5:PRINT"Controls":LOCATE 3,6
:PRINT STRING$(8,208)
6 PEN 1:INK 2,20:INK 0,0:LOCATE
1,10:PRINT"Press '1' for keyboar
d or '2' for        Joystick"
7 PAPER 2:LOCATE 1,1:PEN 3:INK 3
,24:PRINT"Darts by Anthony Hodgs
on...Darts by Anth"
8 LOCATE 1,25:PEN 3:PRINT"ony Ho
dgson...Darts by Anthony Hodgson
..";
9 INK 3,3,20:SPEED INK 10,10
10 a$=INKEY$:IF a$="" THEN 10
11 PAPER 0
15 IF a$="1" THEN up=0:down=2:le
ft=8:right=1:fire=9 ELSE up=72:d
own=73:left=74:right=75:fire=76
17 LOCATE 3,13:PEN 2:PRINT"Do yo
u want instructions ?(Y/N)":yes=
INKEY(43):nop=INKEY(46):IF yes=-
1 AND nop=-1 THEN 17
18 IF yes<>-1 THEN GOSUB 3000
25 DIM no(20),newang(20)
30 pl$(1)="":pl$(2)="":leg(1)=0:
leg(2)=0:flag=2
35 MODE 1:CLS:INK 1,26:INK 0,0:B
ORDER 0:INK 1,26:INK 2,6:INK 3,2
40 TAG
45 CLG:INK 2,6
50 ORIGIN 190,201 :RESTORE 100
55 FOR n=18 TO 360 STEP 18:DEG
60 READ no:PLOT 200*COS(n),200*S
IN(n),2
65 IF no=17 OR no=19 THEN PLOT 2
00*COS(n),200*SIN(n)+8
70 IF no=3 THEN PLOT 200*COS(n),
200*SIN(n)+14
75 IF no=20 THEN PLOT 200*COS(n)
,200*SIN(n)-4
80 PRINT no;
85 NEXT
90 TAGOFF
95 ORIGIN 0,0:PLOT 0,0:DRAWR 447
,0,1:DRAWR 0,399,1:DRAWR -447,0,
```



DARTS

RUNS ON AN AMSTRAD CPC 464

BY ANTHONY HODGSON

```
1 DRAWR 0,-399,1
100 DATA 13,4,18,1,20,5,12,9,14,
11,8,16,7,19,3,17,2,15,10,6
105 RESTORE 1380
107 IF leg(1)+leg(2)=0 THEN EI E
LSE DI
110 EVERY 12,1 GOSUB 1515
120 r=220
125 ORIGIN 220,200
130 FOR n=9 TO 351 STEP 18
135 DEG:x=195*COS(n):y=195*SIN(n
)
140 ORIGIN 220+20*COS(n),200+20*
SIN(n)
145 DRAWR x,y,1
150 NEXT
155 IF tyyt=999 THEN RETURN
160 ORIGIN 220,200
165 FOR n=0 TO 360 STEP 10:DEG
170 x=r*COS(n):y=r*SIN(n)
175 IF n=0 THEN w=0 ELSE w=1
180 DRAW x,y,w
185 NEXT
190 IF r=220 THEN r=180:GOTO 160
195 IF r=180 THEN r=169:GOTO 160

200 IF r=169 THEN r=110:GOTO 160
205 IF r=110 THEN r=99:GOTO 160

210 IF r=99 AND trrt=99 THEN RET
URN
215 IF r=99 THEN r=21:GOTO 160
220 FOR r=10 TO 2 STEP -1
225 FOR n=0 TO 360 STEP 12:DEG
230 x=r*COS(n):y=r*SIN(n)
235 IF n=0 AND r=10 THEN w=0 ELS
E w=2
240 DRAW x,y,w
245 NEXT n
250 NEXT r
255 DI
260 WINDOW #1,28,40,1,25:PAPER #
1,10:CLS#1
265 WINDOW #2,28,40,1,3:PAPER #2
,10:PRINT#2,CHR$(22)CHR$(1):CLS#
2
267 PEN #2,0
270 PRINT#2,"    Score";
272 PEN #2,1:PEN#1,1:PEN #2,1:PE
N#3,1
275 PRINT#2,STRING$(13,CHR$(154)
)
280 LOCATE #2,4,1:PRINT#2,CHR$(1
49):LOCATE #2,10,1:PRINT#2,CHR$(
149)
285 LOCATE #2,4,2:PRINT#2,CHR$(1
55):LOCATE #2,10,2:PRINT#2,CHR$(
155)
290 LOCATE #2,7,2:PRINT#2, CHR$(
158)
295 FOR n=3 TO 25:LOCATE #1,7,n:
PRINT#1,CHR$(149):NEXT
300 WINDOW #3,29,39,20,25:PAPER
#3,10:CLS#3
```



Illustration: Terry Rogers

```
305 IF leg(1)<>0 OR leg(2)<>0 TH
EN 325
310 PEN #3,3
315 INPUT #3,"Player 1's name ";
pl$(1):IF LEN(pl$(1))>4 THEN PRI
NT#3,"Name too long":GOTO 315
320 INPUT #3,"Player 2's name ";
pl$(2):IF LEN(pl$(2))>4 THEN PRI
NT#3,"Name too long":GOTO 320
325 CLS #3:PEN #1,1:LOCATE #1,1,
3:PRINT#1,pl$(1):LOCATE#1,8,3:PR
INT#1,pl$(2)
330 LOCATE #2,1,1:PRINT#2,leg(1)
:LOCATE #2,11,1:PRINT#2,leg(2)

335 LOCATE #1,1,4:PRINT#1,STRING
$(6,154)CHR$(159)STRING$(6,154)
340 WINDOW#1,29,33,5,19:WINDOW #
2,35,39,5,19:PAPER #1,11:PAPER#2
,11
345 CLS#1:CLS#2
350 IF leg(1)<>0 OR leg(2)<>0 TH
EN 390
355 INPUT #3,"Start no.";begin:I
F begin<=100 THEN PRINT#3,"Not h
igh enough":GOTO 355
360 IF begin>999 THEN PRINT#3,"T
oo high":GOTO 355
365 PEN #1,1:PEN #2,1
370 score(1)=begin:score(2)=begi
n
375 INPUT #3,"No.of legs";noleg:
IF noleg>17 THEN 375
380 SYMBOL AFTER 90:SYMBOL 91,19
2,56,7,0,0,0,0,0
385 SYMBOL 92,0,0,0,224,28,3,0,0
:SYMBOL 93,0,0,0,0,0,224,28,3
390 INPUT #3,"Skill level(1-5)";
skill:IF skill>5 OR skill<1 THEN
 390
395 CLS#3
400 REM Main Loop
405 PRINT#1,"":PRINT#2,"":PRINT#
1,begin;:PRINT#2,begin;:score(1)
=begin:score(2)=begin
410 PRINT CHR$(22)CHR$(1)
415 zx=(leg(1)+leg(2)):IF (zx/2)
=INT(zx/2) THEN play=1 ELSE play
=2
420 dart=1:FOR n=1 TO 3:point(n)
=0:NEXT
425 ORIGIN 0,0,0,430,0,400
430 score=0:six=220:siy=200
435 PEN #3,3:CLS#3:PRINT#3,"Play
er":PEN #3,1:PRINT#3,pl$(play):P
EN #3,3
440 PRINT#3,"Dart no.":PRINT#3,"
    ";dart
445 PLOT six,siy,0
450 u$=INKEY$
455 IF INKEY(left)<>-1 THEN six=
six-10
460 IF INKEY(right)<>-1 THEN six
=six+10
465 IF INKEY(down)<>-1 THEN siy=
siy-10
470 IF INKEY(up)<>-1 THEN siy=si
y+10
475 IF INKEY(fire)<>-1 THEN GOSU
B 600
480 IF six<=10 THEN six=10
485 IF six>=410 THEN six=410
490 IF siy<=10 THEN siy=10
495 IF siy>=380 THEN siy=380
500 PLOT six,siy,1
505 r3=INT(RND(1)*(6-skill))+1
510 IF r3=1 THEN GOSUB 700
515 GOTO 445
520 END
600 REM Throw darts
605 CLS #3
610 u$=INKEY$:IF u$<>"" THEN u$=
"":GOTO 610
615 ENV 1,5,3,1,1,0,16,5,-3,2
620 FOR n=2000 TO 50 STEP -40
625 SOUND 2,n,2,7
630 NEXT n
635 IF TEST(six+1,siy)=1 OR TEST
(six-1,siy)=1 THEN PEN#3,1:PRINT
#3,"Your dart  Bounced out":SOUN
D 1,1000,27,,1:darx(dart)=800:da
ry(dart)=800:GOTO 660
640 PLOT six,siy,2:DRAWR -16,16,
2:DRAWR 32,-32,2:PLOT six,siy,2
645 darx(dart)=six:dary(dart)=si
y
650 DRAWR 16,16,2:DRAWR -32,-32,
2
652 PLOT six,siy:FOR v=45 TO 405
 STEP 36:DEG:DRAW six+4*COS(v),s
iy+4*SIN(v),1:NEXT
655 GOSUB 1100:'score
660 dart=dart+1:IF dart=4 THEN G
OSUB 800:'throw over
665 IF dart=4 THEN RETURN
670 six=INT(RND(1)*350)+50:siy=I
NT(RND(1)*300)+50
675 PEN #3,3::PRINT#3,"Player":P
EN #3,1:PRINT#3,pl$(play):PEN #3
,3
680 PRINT#3,"Dart no.":PEN #3,1:
PRINT#3,"    ";dart:PEN #3,3
685 RETURN
700 REM Jerk sight routine
705 low=(10-skill)
710 RANDOMIZE TIME
715 r1=INT(RND(1)*low)+1:r2=INT(
RND(1)*((skill+2)*5))+5
720 PLOT six,siy,0
725 IF r1=1 THEN six=six-r2
730 IF r1=2 THEN siy=siy+r2
735 IF r1=3 THEN six=six+r2
740 IF r1=4 THEN siy=siy-r2
745 RETURN
800 REM Throw over
805 INK 2,6,10:SPEED INK 30,30
810 toss(play)=0
815 CLS#3:PEN #3,3:PRINT#3,"Scor
e";:PEN#3,1:PRINT#3,total
820 toss=total
825 toss(play)=total
830 score(play)=score(play)-toss

835 IF score(play)<0 OR score(pl
ay)=1 THEN PRINT#3,"You bust":sc
ore(play)=score(play)+toss
```

GET THE PICTURE GET THE PICTURE

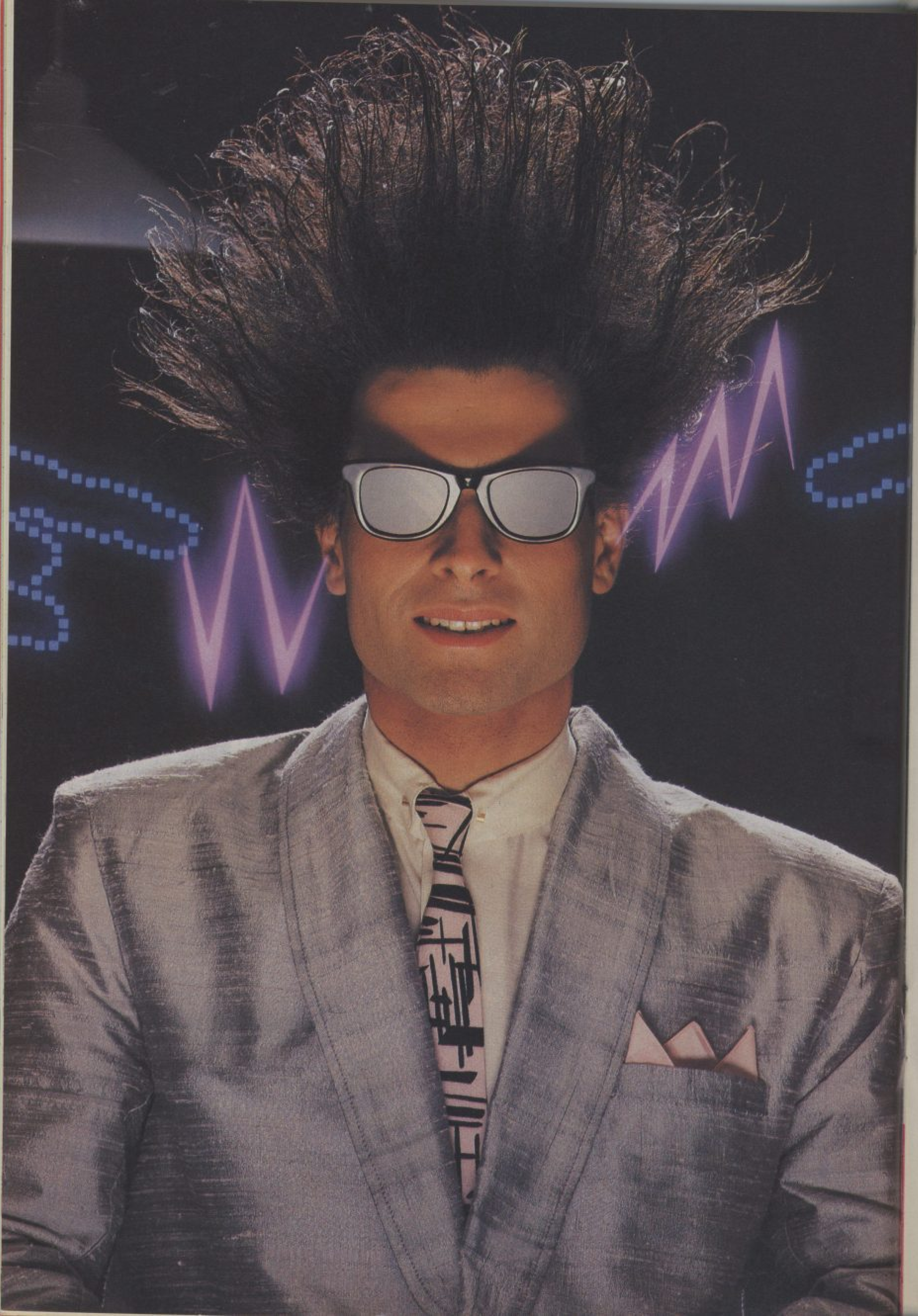
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On Prestel

```
840 score(play)=score(play)+toss(play)
845 PRINT#play,CHR$(22)CHR$(1)
850 xs=POS(#play):ys=VPOS(#play)
855 IF score(play)=begin THEN LOCATE #play,xs,ys-2:PRINT#play," [\]"
860 IF score(play)<>begin AND score(play)>99 THEN LOCATE #play,xs,ys-3:PRINT#play," [\]"
865 IF score(play)<41 AND score(play)>1 AND (score(play)/2=score(play)\2) THEN LOCATE #play,xs,ys-3:PRINT#play," [\]":GOTO 875
870 IF score(play)<>begin AND score(play)<99 THEN LOCATE #play,xs,ys-2:PRINT#play," [\]"
875 PRINT#play,CHR$(22)CHR$(0);
880 IF ghjk=9999 THEN 895
885 score(play)=score(play)-toss(play)
890 IF score(play)/2<=20 AND score(play)>0 AND (score(play)/2=score(play)\2) THEN PRINT#play;"X"score(play)/2:GOTO 900
895 PRINT#play,score(play)
900 IF score(play)=0 THEN 1000
905 IF play=1 THEN play=2 ELSE play=1
910 dart=1:FOR n=1 TO 3:PLOT darx(n),dary(n),0:DRAWR -16,16,0:DRAWR 32,-32,0:PLOT darx(n),dary(n),0
915 PLOT darx(n),dary(n),0:DRAWR 16,16,0:DRAWR -32,-32,0
917 PLOT darx(n),dary(n),0:FOR v=45 TO 405 STEP 36:DEG:DRAW darx(n)+4*COS(v),dary(n)+4*SIN(v),0:NEXT
920 NEXT
925 PRINT#3:PRINT#3,"Please Wait"
927 PRINT#3
930 trrt=99:r=180:GOSUB 125:trrt=0
935 ORIGIN 0,0,0,430,0,400
940 INK 2,6:FOR n=1 TO 3:point(n)=0:NEXT:total=0
945 RETURN
950 RETURN
1000 REM Game Over
1005 SOUND 128,0,0,0,0,0:PRINT REMAIN (0)
1010 CLG:LOCATE 4,10:PEN 2:game$="G A M E  O V E R"
1015 FOR n=1 TO LEN(game$):PRINT MID$(game$,n,1);:SOUND 1,800-(n^2),20,3:FOR bn=1 TO 200:NEXT bn
1020 NEXT n
1025 PEN 3:LOCATE 2,12:PRINT"Player "pl$(play)" won that leg"
1030 score(1)=0:score(2)=0:FOR n=1 TO 3:point(n)=0:NEXT:total=0
1035 page=0
1040 leg(play)=leg(play)+1
1045 winleg=CINT(noleg/2):v=REMAIN (0)
1050 SOUND 128,0,0:flag=3:RESTORE 1380
1055 IF leg(play)=winleg THEN GOTO 1080
1060 PEN 1:LOCATE 2,15:PRINT"Press a key for next leg"
1065 DI
1070 u$=INKEY$:IF u$<>"" THEN DI:GOTO 1075 ELSE GOTO 1070
1075 GOTO 40
1080 REM Winner
1085 LOCATE 7,13:PRINT"And the match."
1090 LOCATE 1,15:PRINT"Press a key for a new game"
1095 u$=INKEY$:IF u$<>"" THEN DI:RUN ELSE GOTO 1095
1100 REM score sorter outerer
1105 ghjk=0
1110 so=dart
1115 dx=darx(so):dy=dary(so)
1120 dx=dx-220:dy=dy-200
1125 radii=(dx^2)+(dy^2)
1130 radii=SQR(radii)
1135 scre(so)=1
1140 IF radii>=180 THEN scre(so)=0
1145 IF radii<180 AND radii>=169 THEN scre(so)=2
1150 IF radii>99 AND radii<110 THEN scre(so)=3
1155 IF radii>10 AND radii<21 THEN scre(so)=25
1160 IF radii>=0 AND radii<=10 THEN scre(so)=50
1165 IF scre(so)=25 OR scre(so)=50 OR scre(so)=0 THEN point(so)=scre(so):GOTO 1255
1170 RESTORE 100:FOR n=1 TO 20:READ no:no(n)=no:NEXT
1175 cosh=(dx/radii) :zx=0.5
1180 IF dy<0 THEN 1305
1185 IF cosh=0 THEN newangle=90:GOTO 1250
1190 w=1:z=0:DEG
1195 FOR n=0 TO 180 STEP zx
1200 song=COS(n)
1205 diff=ABS(cosh-song):IF diff<0.0035 THEN newang(w)=n:w=w+1:z=z+1
1210 NEXT n
1215  ave=0
1220 FOR n=1 TO z:ave=ave+newang(n):NEXT
1225 IF z=0 THEN zx=zx-0.1:GOTO 1190
1230 newangle=ave/z
1235 diff=ABS(cosh-COS(newangle)):page=(diff/cosh)*100
1240 IF page>25 AND c>20 THEN newangle=ave/z:GOTO 1250
1245 IF page>25 THEN newangle=newang(c):c=c+1:page=0:GOTO 1235
1250 sector=CINT(newangle/18):number=no(sector):point(so)=number*scre(so)
1255 total =total+point(so)
1260 PRINT#3,"Score";:PEN #3,1:PRINT#3,total
```

```
1265 score(play)=score(play)-tot
al:IF score(play)=0 AND (scre(so
)=2 OR point(so)=50) THEN ghjk=9
999:GOTO 845
1270 IF score(play)=1 OR score(p
lay)<0 THEN PEN ₧3,1:PRINT₧3,"Yo
u bust":PEN ₧3,3:score(play)=sco
re(play)+total:GOTO 905
1275 IF score(play)<41 AND (scor
e(play)/2=score(play)Ñ2) THEN PR
INT₧3,"You need":PEN ₧3,1:PRINT₧
3," X";(score(play)Ñ2)
1280 IF score(play)=0 AND scre(s
o)<>2 THEN PRINT₧3,"You need a d
ouble"
1285 IF score(play)=50 THEN PRIN
T₧3,"You need":PEN ₧3,1:PRINT₧3,
" Bull"
1290 IF score(play)<41 AND (scor
e(play)/2<>score(play)Ñ2) THEN P
RINT₧3,"You need":PEN ₧3,1:PRINT
₧3,(score(play))
1295 score(play)=score(play)+tot
al
1300 RETURN
1305 REM dart in bottom
1310 IF cosh=0 THEN newangle=270
:GOTO 1250
1315 w=1:z=0:DEG
1320 FOR n=0 TO 180 STEP zx
1325 song=COS(n)
1330 diff=ABS(cosh-song):IF diff
<0.0035 THEN newang(w)=n:w=w+1:z
=z+1
1335 NEXT n
1340 ave=0
1345 FOR n=1 TO z:ave=ave+newang
(n):NEXT
1350 IF z=0 THEN zx=zx-0.1:GOTO
1315
1355 newangle=360-(ave/z)
1360 GOTO 1235
1380 DATA 239,201,190,119,0,190,
119,190,119,119,119,119,0,119,10
6,100,95,119,106,95,0,127,106,0,
119,119,119,119,119,213,201,190,
119,0,119,190,119,119,119,119,11
9,0,142,159,169,142,119,95,0,106
,119,142,106,106,106,106,0,0,213
,201
1385 DATA 190,119,0,190,119,0,19
0,119,119,119,119,0,119,106,100,
95,119,106,95,0,119,106,119,95,1
19,106,95,0,119,106,119,95,119,1
06,95,0,127,106,0,119,119,119,11
9,-1
1500 REM Ditty
1510 RESTORE 1380
1515 READ note:IF note=-1 THEN R
ESTORE 1380:vol=2-vol:flag=flag*
2+15*(flag=8):GOTO 1530
1520 IF note=0 THEN SOUND 7,0,12
,0:GOTO 1530
1525 SOUND 1,note,25,4+vol:SOUND
 2,noteÑ2,25,5+vol:SOUND 4,noteÑ
3,25,4+vol
1530 REM
1535 RETURN
3000 REM *** Instructions ***
3001 MODE 1:PAPER 0
3005 SYMBOL AFTER 123:SYMBOL 123
,0,3,7,255,255,7,3,0:SYMBOL 124,
3,135,236,255,255,236,135,3
3007 CLS
3010 INK 0,0:INK 1,6:INK 2,12:IN
K 3,5
3015 WINDOW ₧1,1,40,1,3:PRINT₧1,
CHR$(22)CHR$(1):PAPER ₧1,2:CLS ₧
1
3017 WINDOW ₧2,1,40,4,25
3020 LOCATE ₧1,5,1:PEN ₧1,3:PRIN
T₧1,"¨ñ":LOCATE ₧1,3,2:PRINT₧1,"
¨ñ":LOCATE ₧1,6,3:PRINT₧1,"¨ñ"
3025 LOCATE ₧1,16,2:PEN ₧1,1:PRI
NT₧1,"D A R T S"
3027 LOCATE ₧1,12,3:PRINT₧1,"By
Anthony Hodgson"
3028 PEN ₧1,3:LOCATE ₧1,35,1:PRI
NT₧1,"¨ñ":LOCATE ₧1,33,2:PRINT₧1
,"¨ñ":LOCATE ₧1,36,3:PRINT₧1,"¨ñ
"
3030 PRINT₧1,CHR$(22)CHR$(0);
3035 PEN 2
3040 LOCATE 1,6:PRINT"  Break ou
t the cans of lager,now you   ca
n play this version of darts,wit
hout  standing up and wearing ou
t you elbow   joint.";
3045 LOCATE 1,10:PRINT"  If you
have ever wanted to play Jocky W
ilson then here's your chance,ju
st typein their name (4 letters
max.) and then using Joystick 1
or"
3055 LOCATE 5,15:PEN 1:PRINT"Cur
sor keys to move &"
3065 LOCATE 5,17:PRINT"'COPY' ke
y to throw"
3075 PEN 2:LOCATE 1,19:PRINT" Mo
ve the dot around the board and
pressthrow,your dart will be dra
wn.No need toadd up either,the c
omputer will work outyour score,
so no cheating."
3080 PEN 3:LOCATE 7,24:PRINT"Pre
ss 'SPACE' for next page"
3090 u=INKEY(47):IF u=-1 THEN 30
90
3092 PAPER₧2,0
3095 CLS₧2:PEN 2:LOCATE 1,6:PRIN
T"  Sounds easy ?.Beware,the dot
 doesn't  stand still and if you
 hit the wire or  the back end o
f another dart,your dart  will b
ounce out."
3097 PRINT"  You can start from
any number greater than 100 and
have as many legs(games)   as yo
u like (upto 17,when it is the 1
st to 9 legs the winner).There i
s also a   skill level 1-5,1 bei
ng the easiest:"
3100 PEN 3:LOCATE 1,16:PRINT"
 Good luck to both players."
3105 PEN 1:LOCATE 7,20:PRINT"Pre
ss 'SPACE' to start."
3110 u=INKEY(47):IF u=-1 THEN 31
10 ELSE RETURN
```

Jonah Barrington Squash Competition

Improve your squash with an hour's tuition from Jonah Barrington, one of the world's top players.

Yes, that's the top prize in another great competition brought to you by *Computer & Video Games* in conjunction with New Generation Software, the company which produced the smash game *Jonah Barrington's Squash.*

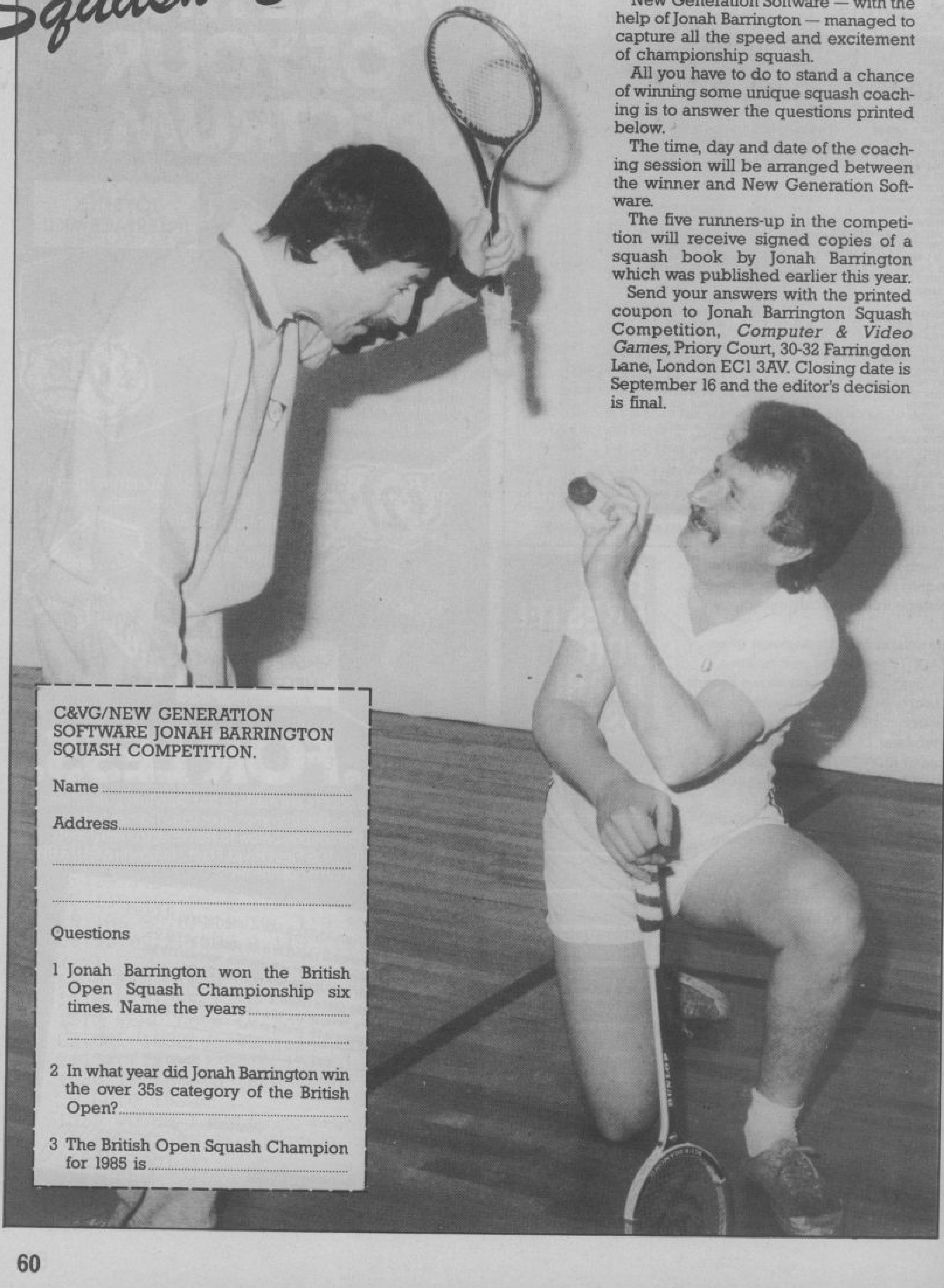
New Generation Software — with the help of Jonah Barrington — managed to capture all the speed and excitement of championship squash.

All you have to do to stand a chance of winning some unique squash coaching is to answer the questions printed below.

The time, day and date of the coaching session will be arranged between the winner and New Generation Software.

The five runners-up in the competition will receive signed copies of a squash book by Jonah Barrington which was published earlier this year.

Send your answers with the printed coupon to Jonah Barrington Squash Competition, *Computer & Video Games,* Priory Court, 30-32 Farringdon Lane, London EC1 3AV. Closing date is September 16 and the editor's decision is final.



C&VG/NEW GENERATION SOFTWARE JONAH BARRINGTON SQUASH COMPETITION.

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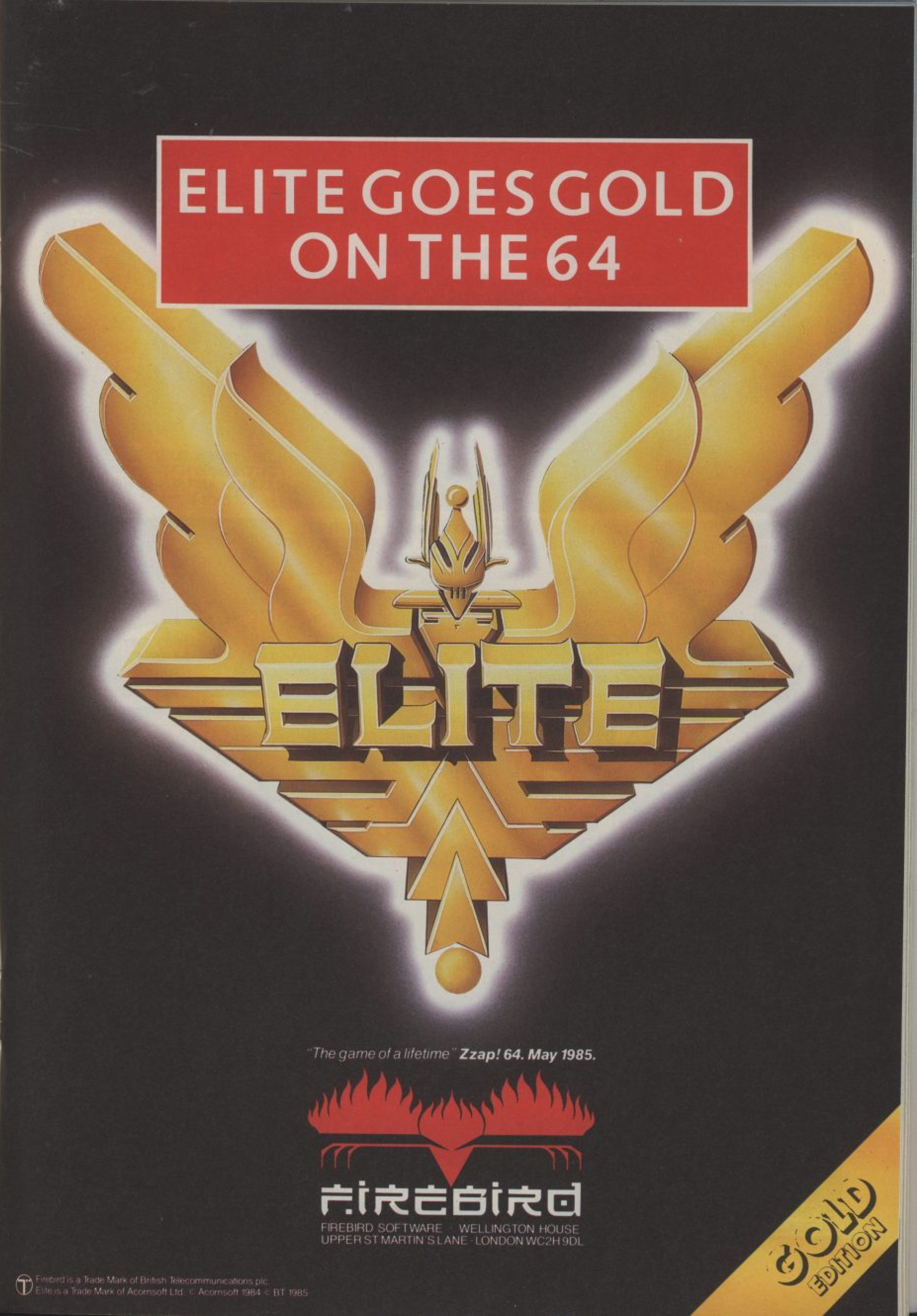
Questions

1 Jonah Barrington won the British Open Squash Championship six times. Name the years ....

....

2 In what year did Jonah Barrington win the over 35s category of the British Open? ....

3 The British Open Squash Champion for 1985 is ....

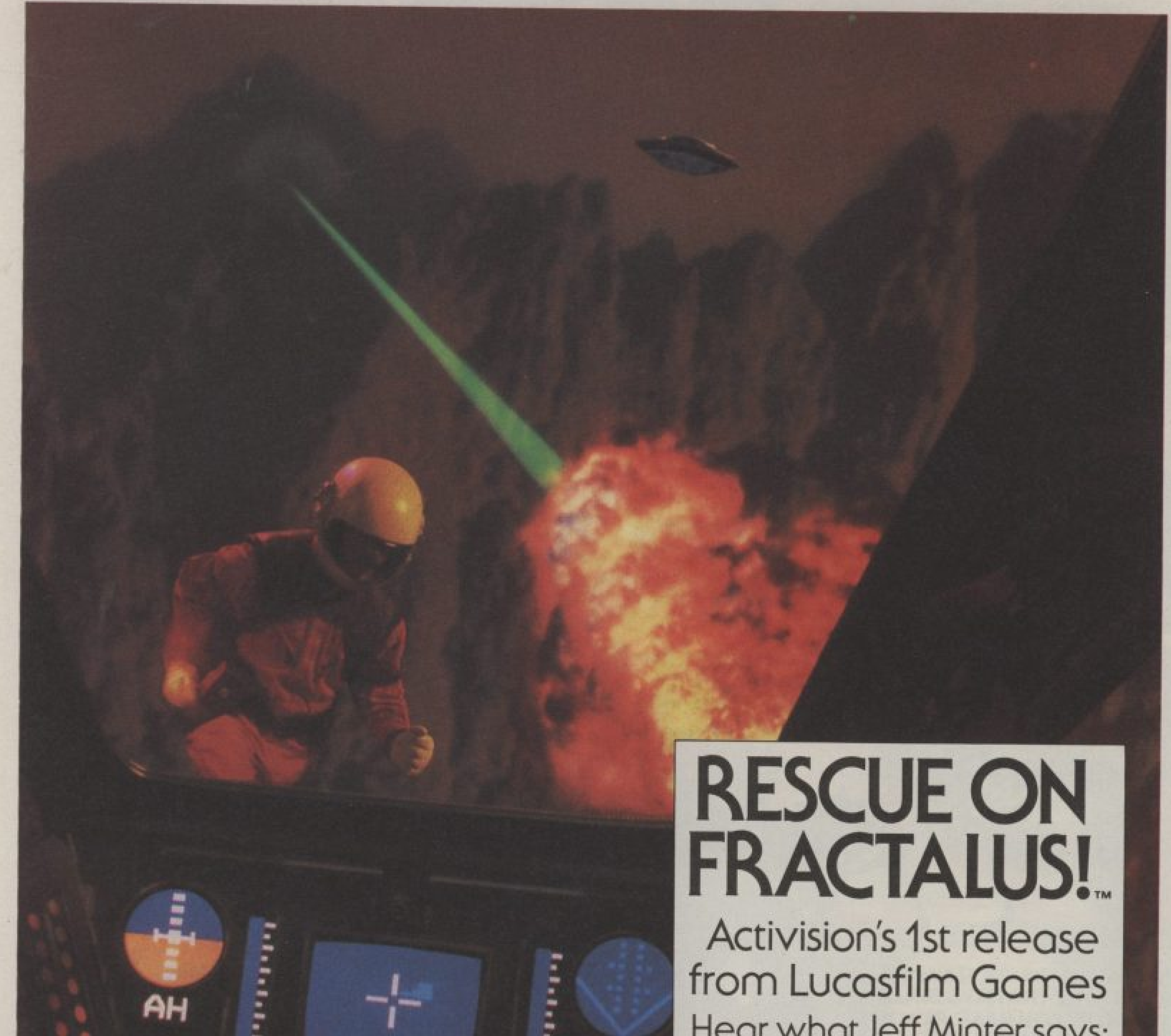


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MIND
POWER LEVEL
YES, SIR.
COUNTDOWN COMPLETE. SET POWER LEVELS AT MAXIMUM AND BEGIN THE CYCLE!
BUT...
MASSIVE FEEDBACK!.. IT'S OUT OF CONTROL!
THE TEST SUBJECTS ARE THE FIRST TO DIE THAT DAY...
AAAHH!
BUT THEN...
LOCK
MUST TRY TO HELP THEM...
NO!
MY GOD, IT'S GROWING!
AIEEE!
AAHH!
A SURGE OF PSYCHIC POWER RIPS THROUGH THE LABORATORY RELEASING...
ID CREATURES-
DESTRUCTIVE, FEEDING ON EVIL
PSI CREATURES-
COLD AND CALCULATING.
NNUUU!
IN THE SUPERMARKET...
AARG!
ON THE BEACH...
BLAM BLAM
AIEE
GOD HELP ME!
NO-ONE WAS SAFE... THE ARMY WAS POWERLESS!


UNTIL ONE DAY...
N-NOOO!
INCREDIBLE! HE'S STILL BREATHING!
THIS COULD BE THE BREAKTHROUGH WE'VE BEEN PRAYING FOR! BRING HIM ALONG!
WHERE AM I? MY BRAIN FEELS LIKE A PLATE OF SPAGHETTI!
WELCOME TO THE PSI-LAB.
YOU'RE ONE OF THE FEW PEOPLE TO SURVIVE A PSI ATTACK.
O.K., BUT WHY AM I HERE?
WE NEED YOUR HELP TO SAVE MANKIND.
LATER...
YOU UNDERSTAND, TYR. IT'S A DANGEROUS BUSINESS. SO, WHAT'S YOUR ANSWER?
I'LL DO IT, DOCTOR BARRACLOUGH. I'M YOUR MAN.
GOOD! YOU WILL BE THE FIRST PSI WARRIOR. THIS IS YOUR EQUIPMENT.
MEANWHILE, INSIDE THUNDER MOUNTAIN, STRATEGIC SPACE SATELLITE COMMAND, DR. VON STROHEIM HAS BECOME A *PUPAE.
AS ARCHITECT OF SSSC I HAVE ABSOLUTE POWER! I WILL LAUNCH MY MISSILES AGAINST EARTH AND THE PSI CREATURES WILL FEED ON FEAR!
SATELITE DE
MISSILES
* A HUMAN INHABITED BY A PSI CREATURE.
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Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

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Lots of our readers have been asking just what happens to their games when they arrive at *C&VG*. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our "to be published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

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Program name:..

Machine make:...Model..

Other models it should run on:.......................Number of K needed to run it:.......................

Other equipment (joysticks, Extended
Basic, add ons, etc.) needed to run it:..

Author's Christian name:.................................Surname.................................

Address:..

....

..........................Tel:..........................Date:..........................

Type of game: (If original please say so)..

Loading instructions:..

Game instructions: (If not included in the listing)..

....

....

Office use only

Date received:..

Acknowledgement sent: ☐

Name of evaluator:..

Date sent out:..

Date due back:..

Needs to be returned to author for alterations: ☐ Date sent:....................

Due to be published in.. issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐



Your mission is to rescue 30 hostages held captive. To carry out the rescue mission, you must avoid the enemy and watch out that your helicopter does not run out of fuel.

The chopper can be controlled by either a Kempston joystick or the keyboard. The keys are Q=up, A=down, O=left, P=right and V=abort.

All the user-defined graphic characters in this program have been changed to underlined upper-case letters. So, for instance, if you see "A" in the listing go into graphics mode [CAPS SHIFT+9] then press the "A" key [you'll see a graphic character] then press CAPS SHIFT+9 again to return to normal text.

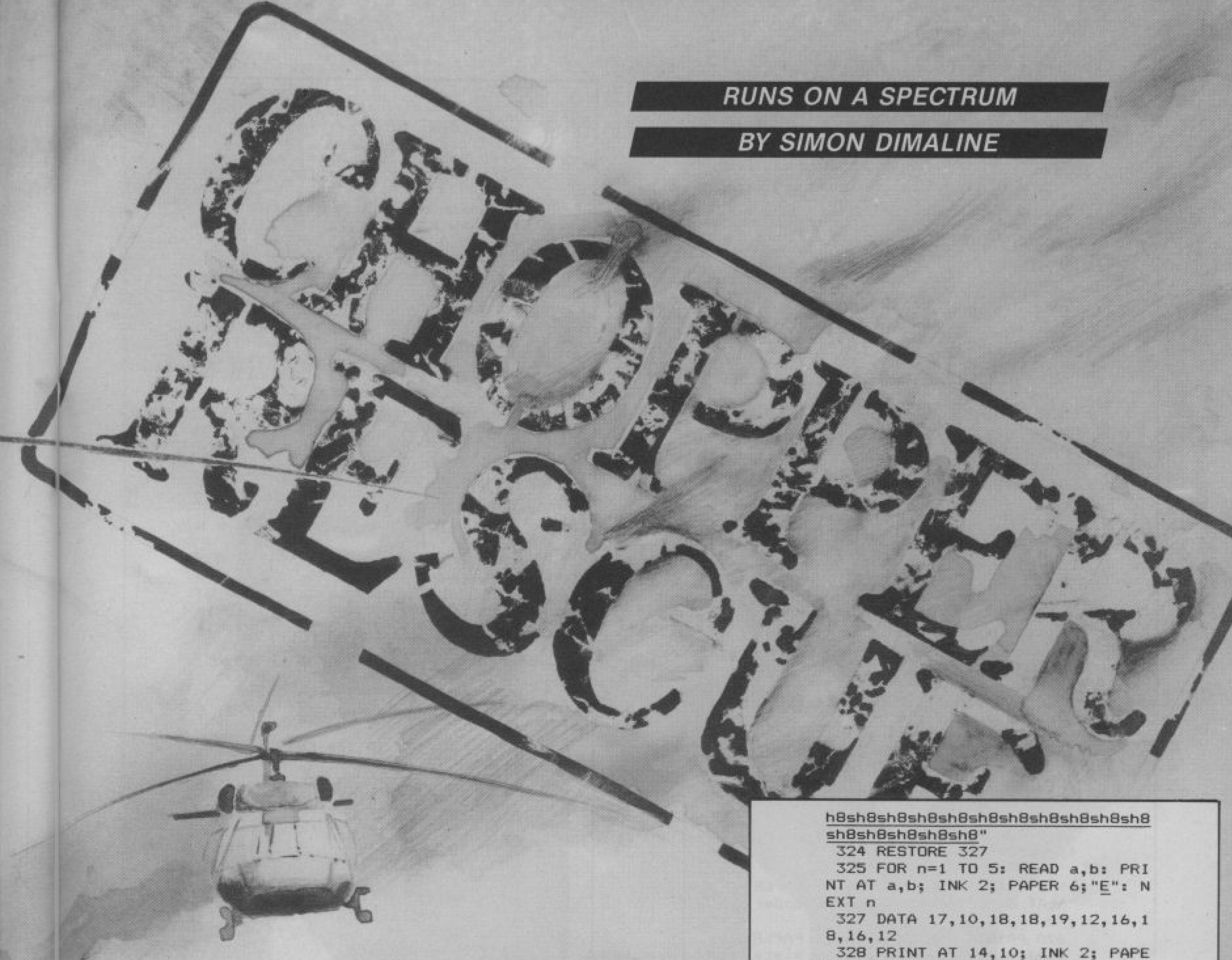
Some lines use symbol graphics [the ones on the number keys]. When in graphics mode, type the underlined number. If the digit is preceded by sh, then hold down a "shift" key while pressing the number, to give the reversed graphic.

PART 1

```
   5 REM  1984 CHOPPER RESCUE
           by Simon Dimaline
  10 BORDER 0: PAPER 0: INK 0: C
LS
  15 FOR n=1 TO 5: BEEP .1,n: NE
XT n
  20 PRINT AT 10,4; INK 6;"Chopp
er Rescue is loading"
  30 LOAD "chopper"
  35 RUN
```

PART 2

```
   1 REM  CHOPPER RESCUE 1984
           by Simon Dimaline
   4 BORDER 3: BRIGHT 0: PAPER 3
 : INK 7: CLS
   5 PRINT AT 21,0;"Please enter
 your name (max 10)"
   6 INPUT  LINE u$
   7 IF u$="" THEN  LET u$="Spec
trum"
   8 LET l=LEN u$: IF l>10 THEN
 GO TO 5
   9 CLS
 100 REM Set up user Graphics
 105 FOR n=USR "a" TO USR "j"+7
 110 READ hi: POKE n,hi: NEXT n
 115 DATA 0,0,0,96,240,249,255,2
55
 120 DATA 127,1,31,39,100,127,8,
127
 125 DATA 252,128,192,200,248,20
0,128,224
 130 DATA 0,0,0,6,15,159,255,255
 135 DATA 0,24,60,126,126,60,24,
0
 140 DATA 0,0,0,0,0,24,24,255
 145 DATA 0,0,0,0,0,0,255,255
 150 DATA 1,3,7,15,31,63,127,255
 155 DATA 128,192,224,240,248,25
2,254,255
 160 DATA 0,126,126,126,126,126,
126,0
 165 LET sc=0: LET hi=0: LET l$=
" Simon Dimaline BC "
 166 LET d$="000000"
 170 GO SUB 1000
 200 REM Set up variables
 205 LET sc=0: LET hi=0
 210 LET x=14: LET y=30
 215 LET bo=500: LET fu=350
 220 LET le=1: LET sa=0
```



RUNS ON A SPECTRUM

BY SIMON DIMALINE

```
 225 LET ref=30: LET li=4
 230 LET ti=400: LET a$="BC"
 235 LET b$="  ": LET c$="0000"
 240 LET d$="000000": LET e$="00
"
 245 LET f$="000"
 250 LET w$="sh4555757575357
              sh5575553535356
                311131 1 1311"
 300 REM Main loop
 305 BORDER 0: PAPER 0: BRIGHT 0
: INK 7: CLS
 306 PRINT AT 10,11;" LEVEL 0";l
e
 307 FOR n=10 TO 60 STEP 5: BEEP
 .01,n: BEEP .01,n-2: NEXT n: PA
USE 50: CLS
 308 BORDER 1: PAPER 5: INK 0: C
LS
 315 PRINT AT 16,2; INK 1;"F"
 320 PRINT AT 16,29; INK 1;"F"
 321 FOR n=1 TO le+10: PRINT AT
INT (RND*13)+3,INT (RND*31); INK
 2; PAPER 6;"E"
 322 NEXT n
 323 PRINT AT 17,0; OVER 1; INK
1;" Hsh8I
 Hsh8I  5sh4sh5sh7  sh7
           5sh2sh5 sh8sh8sh8sh8s
h8sh8sh8sh8I                Hsh8
sh8sh8sh8sh8sh8sh8sh8sh8sh8sh8sh
8sh8sh8sh8AAAAAAAAAAAAAAAAsh8sh8
sh8sh8sh8sh8sh8sh8sh8sh8sh8sh8sh
8sh8sh8sh8sh8sh8sh8sh8sh8sh8sh8s
h8sh8sh8sh8sh8sh8sh8sh8sh8sh8sh8
sh8sh8sh8sh8sh8"
 324 RESTORE 327
 325 FOR n=1 TO 5: READ a,b: PRI
NT AT a,b; INK 2; PAPER 6;"E": N
EXT n
 327 DATA 17,10,18,18,19,12,16,1
8,16,12
 328 PRINT AT 14,10; INK 2; PAPE
R 6;"E";AT 16-2,26; INK 2; PAPER
 6;"E"
 330 PRINT AT 1,2;"SCORE : ";d$(
 TO 6-LEN STR$ sc);sc
 335 PRINT AT 1,19;"FUEL : ";c$(
 TO 4-LEN STR$ fu);fu
 340 PRINT AT 21,2; PAPER 1; INK
 6;"L 0";le
 345 PRINT AT 20,2; INK 6; PAPER
 1;"BC ";li
 350 IF SCREEN$ (x,y)<>" " THEN
 GO TO 500
 351 IF SCREEN$ (x,y+1)<>" " THE
N  GO TO 500
 352 PRINT AT x,y;"BC"
 355 IF INT (x+.5)=18 AND (INT y
=5 OR INT y=6) THEN  GO TO 5000
 360 PAUSE 10
 362 IF x=20 THEN  GO TO 600
 365 PRINT AT 20,9; INK 1;"DDDDD
DDDDDDDDDD"
 366 BEEP .001,3: BEEP .002,5: B
EEP .002,5
 369 LET bo=bo-le
 370 LET fu=fu-3
 375 LET sc=sc+1
 376 IF fu<=0 THEN  GO TO 900
 379 IF x=19 AND y=26 THEN  GO T
O 500
 380 PRINT AT x,y;"  "
 381 POKE 23658,2
 385 IF INKEY$="q" OR IN 31=8 AN
D x>3 THEN  LET x=x-1
 390 IF INKEY$="a" OR IN 31=4 TH
EN  LET x=x+1
 395 IF INKEY$="o" OR IN 31=2 AN
D y>0 THEN  LET y=y-1
 400 IF INKEY$="p" OR IN 31=1 AN
D y<30 THEN  LET y=y+1
 402 IF INKEY$="v" OR IN 31=16 T
```

Illustration: Steven Bramble

```
HEN : CLS : BORDER 1: PAPER 1: I
NK 7: CLS : GO TO 810
 403 PAUSE 10: PRINT AT 20,9; IN
K 1;"AAAAAAAAAAAAAAAA":
 405 GO TO 330
 500 REM Death march
 505 LET li=li-1
 506 IF li<=0 THEN  GO TO 700
 510 IF x=20 THEN  GO TO 600
 511 GO TO 550
 555 BORDER 0: PAPER 0: INK 7: C
LS
 556 PRINT AT 6,8; INK 5;"LIVES
: ";: FOR j=1 TO li: PRINT  INK
4;"BC ";: NEXT j
 557 PRINT AT 9,8;"That is no wa
y to"
 558 PRINT AT 11,7;"treat your c
hopper!"
 560 BEEP .6,0: BORDER 1: BEEP .
4,0: BORDER 0: BEEP .2,0: BORDER
 1
 565 BEEP .6,0: BORDER 0: BEEP .
4,3: BORDER 1: BEEP .2,2: BORDER
 0
 570 BEEP .4,2: BORDER 1: BEEP .
2,0: BORDER 0: BEEP .4,0: BORDER
 1: BEEP .2,-1: BORDER 0: BEEP .
6,0: BORDER 1
 575 IF x=20 THEN  GO TO 600
 580 BORDER 0: PRINT ''';"     pr
ess any key to continue": PAUSE
0: PAUSE 0
 585 LET x=14: LET y=30: LET fu=
350: LET bo=500: BORDER 1: PAPER
 5: INK 0: CLS : GO TO 305
 600 REM Sink routine
 605 BORDER 3: PAPER 3: INK 7: C
LS : FOR n=1 TO 5: PRINT : NEXT
n
 607 FOR n=1 TO 5: PRINT : NEXT
n
 610 FOR n=5 TO 5+8: PRINT AT n,
4; PAPER 6;"
     ": NEXT n
 615 PRINT  INK 1; OVER 1; PAPER
 6;AT 6,5;"You sank your Chopper
,"
 620 PRINT  INK 2; OVER 1; PAPER
 6;AT 8,4;"It was a costly mista
ke."
 625 PRINT  INK 1; OVER 1; PAPER
 6;AT 10,7;"LIVES : ";: FOR n=1
TO li: PRINT  INK 2; PAPER 6; OV
ER 1;"BC ";: NEXT n
 630 PRINT  INK 1; OVER 1; PAPER
 6;AT 12,10;"PRESS ANY KEY"
 635 INK 0: PLOT 30,63: DRAW 193
,0: DRAW 0,73: DRAW -193,0: DRAW
 0,-73
 640 FOR l=1 TO 1: FOR k=.2 TO 0
 STEP -.01: BEEP k,28: NEXT k: N
EXT l
 645 PAUSE 0: PAUSE 0: CLS : GO
TO 585
 700 BORDER 1: PAPER 1: INK 7: C
LS
 701 FOR a=200 TO 120 STEP -2: B
EEP .01,a/10: NEXT a
 703 LET a=3582
 704 LET b=30
 705 PRINT AT 21,02; INK 2;"   J
JJJ  JJJ  J   J JJJJJ"
 710 RANDOMIZE USR a: PAUSE b
 715 PRINT AT 21,02; INK 3;"   J
  J    J JJ JJ J "
 720 RANDOMIZE USR a: PAUSE b
 725 PRINT AT 21,02; INK 4;"   J
JJJ JJJJJ J J J JJJJJ"
 730 RANDOMIZE USR a: PAUSE b
 735 PRINT AT 21,02; INK 5;"   J
  J J   J J   J J"
 740 RANDOMIZE USR a: PAUSE b
 745 PRINT AT 21,2; INK 6;"   JJ
JJ J   J J   J JJJJJ"
 750 FOR n=1 TO 3: RANDOMIZE USR
 a: PAUSE b: NEXT n
 755 PRINT AT 21,2; INK 6;"   JJ
J  J    J JJJJJ JJJJ"
 760 RANDOMIZE USR a: PAUSE b
 765 PRINT AT 21,2; INK 5;"   J
 J J   J J     J  J"
 770 RANDOMIZE USR a: PAUSE b
 775 PRINT AT 21,2; INK 4;"   J
J J J   J JJJ   JJJ"
 780 RANDOMIZE USR a: PAUSE b
 785 PRINT AT 21,2; INK 3;"   J
J  J J  J       J  J"
 790 RANDOMIZE USR a: PAUSE b
 795 PRINT AT 21,2; INK 2;"   JJ
J     J   JJJJJ J    J"
 800 RANDOMIZE USR a: PAUSE b
 805 FOR n=1 TO 22: RANDOMIZE US
R a: PAUSE b: NEXT n
 810 FOR n=16 TO 60 STEP 3: BEEP
 .003,n: BEEP .005,n-11: BEEP .0
01,n-30: BEEP .001,n: NEXT n
 815 PRINT AT 5,9; INK 6;"sh4555
757575357
                            sh55
75553535356
                              31
1131 1 1311"
 820 PRINT AT 9,8; INK 5;"    P R
 E S S "
 830 PRINT AT 11,9; INK 4;"A N Y
   K E Y"
 835 PAUSE 0: FOR a=-40 TO 50 ST
EP 11: BEEP .09,a: NEXT a: FOR b
=20 TO -20 STEP -8: BEEP .05,b:
NEXT b
 840 CLS : GO TO 1000
 900 REM Out of fuel
 901 LET li=li-1
 905 BORDER 3: PAPER 3: INK 7: C
LS
 910 FOR j=5 TO 13: PRINT AT j,6
; PAPER 2;"                      "
: NEXT j
 915 PRINT AT 6,7; INK 6; PAPER
2;"SORRY,OUT OF FUEL!"
 920 PRINT AT 8,7; INK 6; PAPER
2;" LIVES :";: FOR n=1 TO li: PR
INT  INK 5; PAPER 2;" BC";: NEXT
 n
 925 PRINT AT 10,6; INK 2; PAPER
2;"BE CAREFUL NEXT TIME"
 930 PRINT AT 12,9; PAPER 2; INK
 6;"PRESS ANY KEY."
 935 INK 7: PLOT 49,64: DRAW 158
,0: DRAW 0,71: DRAW -159,0: DRAW
 0,-71
 940 RESTORE 950
 945 FOR n=1 TO 10: READ a,b: BE
EP a,b: NEXT j
 950 DATA .5,1,.5,2,.5,4,.5,6,.5
,4,.5,2,.5,2,.5,0,.5,-2,.5,0
 955 PAUSE 10: FOR g=.1 TO 0 STE
P -.01: BEEP g,28: NEXT g
 960 PAUSE 0: GO TO 585
1000 REM Introduction
1005 BORDER 0: BRIGHT 0: PAPER 0
: INK 6: CLS
1009 PRINT AT 14,8;"by Simon Dim
aline"
1010 PRINT AT 5,10; INK 5;"sh455
5757575357
                             sh5
575553535356
                               3
11131 1 1311"
1015 PRINT AT 10,10;"sh4sh5sh42s
h42sh425553
                               s
h4sh7sh423sh5sh5 5553
          2232323213131"
1016 RESTORE 1017: FOR f=1 TO 30
: READ a,b: BEEP a,b: NEXT f
1017 DATA .1,0,.1,5,.2,5,.3,5,.1
,5,.2,4,.2,7,.4,7,.1,0,.1,7,.2,7
,.3,7,.1,7,.2,5,.2,9,.4,9,.1,5,.
1,9,.2,9,.3,9,.1,9,.2,10,.2,14,.
4,14,.1,14,.2,12,.2,12,.2,10,.2,
4,.6,5
1020 LET a$=".  .  .  .  .  .  .
  .  .  .  .  .   Chopper Rescue
by Simon Dimaline 1984 Compute
r and Video Games  .  .  .  .  P
ress ~SPACE~ for instructions  .
```

L.A. TO N.Y.



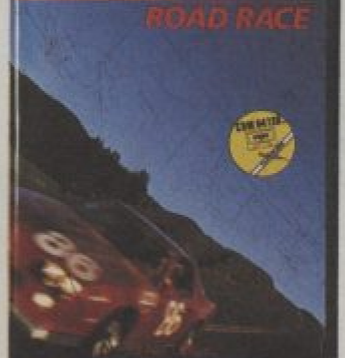
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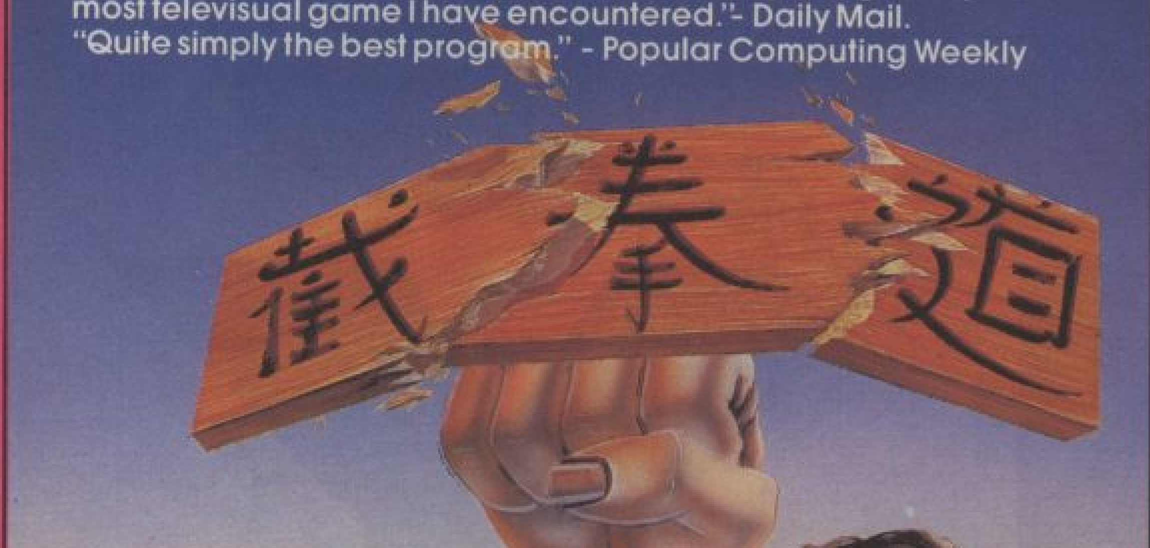
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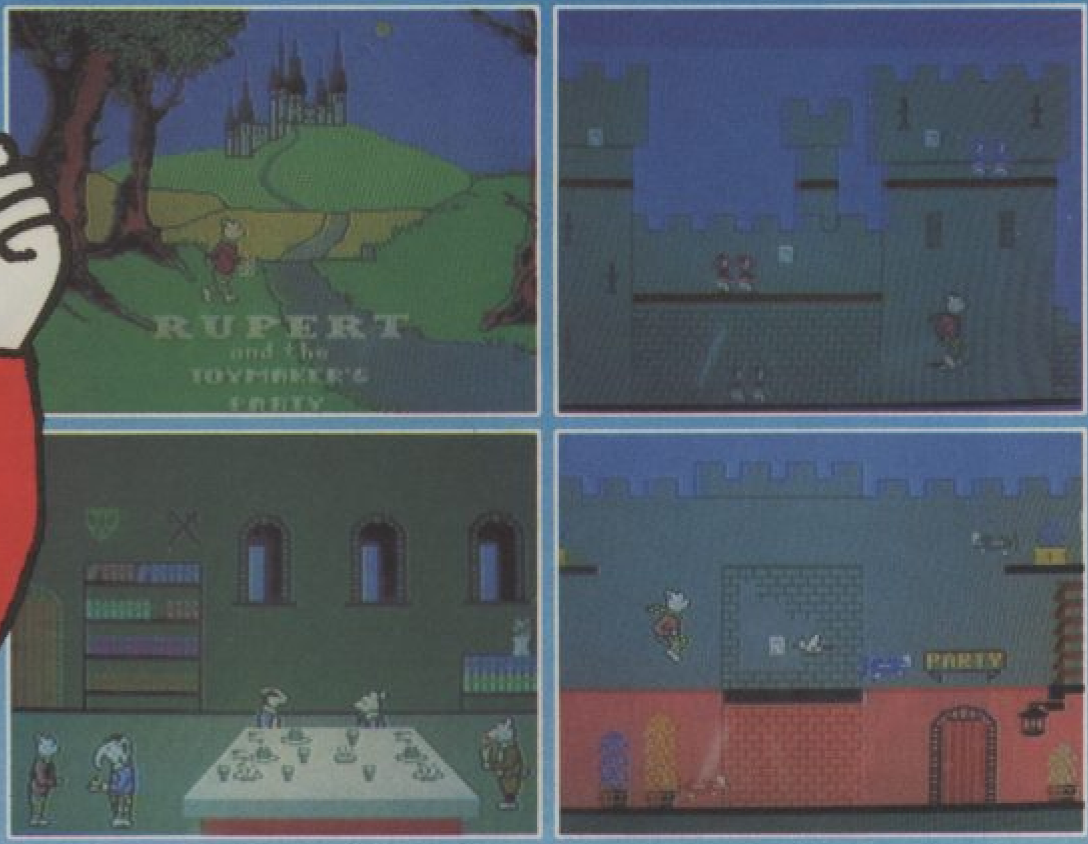
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```
  .  .  press ~ENTER~ to play th
e game  .  .  .  .  Controls  .
 .  .  Q - up  .  .  .  A - down
 .  .  .  O - left  .  .  .  P
- right  .  .  .  V - abort the
game  .  .  .  .  Object - fly a
round the enemy island to save a
ll thirty American hostages befo
re your time limit runs out  .
.  .  .  .  .  .  .  .  .  .  .
 ."
1024 FOR a=1 TO LEN a$-32
1025 PRINT AT 8,0;a$(a+1 TO a+32
);:
1026 IF INKEY$=CHR$ 13 THEN  GO
TO 200
1027 IF INKEY$=" " THEN  GO TO 9
000
1028 PAUSE 10: NEXT a: GO TO 102
4
1500 PAUSE 0
5000 REM Rescued a hostage
5002 BORDER 0: PAPER 0: INK 7: C
LS
5005 PRINT AT 1,10; INK 4;w$
5010 FOR n=30 TO 0 STEP -2: BEEP
 .01,n: BEEP .005,n+30: NEXT n
5015 LET sa=sa+1: LET le=le+1
5016 IF le>=31 THEN  GO TO 7000
5020 FOR n=5 TO 20: PRINT AT n,6
; PAPER 2;"
": NEXT n
5025 PRINT AT 6,11; PAPER 2; INK
 6; OVER 1;"WELL DONE!!"
5030 PRINT AT 8,7; PAPER 2; INK
6;"You saved a hostage"
5035 PRINT AT 10,10; INK 6; OVER
 1; PAPER 2;" SCORE : ";sc
5040 PRINT AT 12,10; PAPER 2; IN
K 7; OVER 1;" BONUS : ";bo
5041 IF bo<=0 THEN : LET bo=0: P
RINT AT 12,19; PAPER 2; INK 7; I
NK 2;"SLOW"
5045 PRINT AT 14,10; INK 7; OVER
 1; PAPER 2;" LEVEL : 0";le
5050 PRINT AT 16,7; PAPER 2; INK
 7; OVER 1;"NEW SCORE : ";
5054 BRIGHT 1: INK 7: PLOT 48,8:
 DRAW 168,0: DRAW 0,128: DRAW -1
68,0: DRAW 0,-128
5055 FOR n=1 TO bo+1: PRINT AT 1
6,19; PAPER 2; INK 6;sc: LET sc=
sc+1: NEXT n
5056 BRIGHT 1: INK 7: PLOT 48,8:
 DRAW 168,0: DRAW 0,128: DRAW -1
68,0: DRAW 0,-128
5060 PRINT AT 18,10; PAPER 2; IN
K 6;"PRESS ANY KEY"
5065 BRIGHT 1: INK 7: PLOT 48,8:
 DRAW 168,0: DRAW 0,128: DRAW -1
68,0: DRAW 0,-128
5070 PAUSE 0: PAUSE 0: CLS : BRI
GHT 0
5075 GO TO 585
7000 REM Saved all the hostages
7005 BORDER 6: PAPER 6: INK 0: C
LS
7010 FOR n=15 TO 40: BEEP .001,n
: NEXT n
7015 PRINT AT 3,10;"WELL DONE!!"
7020 PRINT : PRINT
7025 LET p$="You have saved all
the hostages."
7030 FOR n=1 TO LEN p$: PRINT p$
(n);: BEEP .01,n: NEXT n
7035 PRINT '''"THE PEOPLE OF AME
RICA THANK YOU!"
7040 PRINT ''"   You have been a
warded the "
7045 PRINT '"CROSS OF GOLD - For
 your efforts"
7050 PRINT ''"Congraturlations S
IR ";u$;"."
7051 RESTORE 7052: FOR n=1 TO 22
: READ a,b: BEEP a,b: NEXT n
7052 DATA .3,0,.2,2,.2,4,.4,5,.3
,0,.2,5,.2,4,.2,5,.2,7,.2,2,.2,2
,.3,4,.3,5,.4,9,.2,7,.2,7,.2,5,.
2,5,.2,4,.2,2,.2,4,.5,5
7055 PRINT ''"   Press any key t
o continue"
7056 PAUSE 0:
7060 BORDER 0: PAPER 0: INK 7: C
LS
7065 PRINT AT 2,11;"But wait!!"
7070 PRINT ''" The president is
on the line!!"
7075 FOR j=1 TO 3: LET a=10: LET
 ho=0.015: FOR c=0 TO 10: BEEP h
o,a: NEXT c: PAUSE 10: FOR c=0 T
O 10: BEEP ho,a: NEXT c: PAUSE 6
0: NEXT j
7080 PRINT ,,,,"           He say
s to you"
7085 PRINT '"We all need your he
lp,"
7090 PRINT "Several Americans ha
ve been"
7095 PRINT "taken hostage on the
 "
7100 PRINT "coast of IRAQ!!,help
 us please."
7105 PRINT ''"Do you want to hel
p your country"
7110 PRINT '"           answer Y o
r N"
7115 INPUT  LINE e$: IF e$="Y" O
R e$="y" THEN  GO TO 1000
7120 PRINT '" The president says
               ~well,so you are a
 yellow        chicken after all
!!!~"
7125 PRINT #1;" Thanks for playi
ng!!!!"
7130 RANDOMIZE USR 1331
8000 STOP
9000 REM Instructions
9005 BORDER 0: PAPER 0: INK 7: C
LS
9010 PRINT  INK 6;" C H O P P E
R   R E S C U E"
9015 PRINT : PRINT  INK 7;" 19
84 by Simon Dimaline."
9020 PRINT  INK 6;,," Your task
is to rescue all"
9025 PRINT  INK 7;,," thirty Ame
rican hostages from"
9030 PRINT  INK 6;,," the enemy
island before your"
9035 PRINT  INK 7;,," fuel runs
out,& before you hit"
9040 PRINT  INK 6;,," one of the
 enemy flank."
9045 PRINT : PRINT
9050 PRINT  INK 7;" If your craf
t hits an enemy "
9055 PRINT  INK 6;,," flank or y
our fuel level "
9060 PRINT  INK 7;,," reaches ze
ro you,and your "
9065 PRINT  INK 6;,," craft will
 be lost for-ever.."
9070 PRINT  INK 7;#1;" Press any
 key to continue"
9075 PAUSE 0: CLS
9080 PRINT  INK 6;" C O N T R O
L S "
9085 PRINT  INK 7;,," Q - UP"
9090 PRINT  INK 6;,," A - DOWN"
9095 PRINT  INK 7;,," O - LEFT"
9100 PRINT  INK 6;,," P - RIGHT"
9105 PRINT  INK 7;,," V - ABORT"
9110 PRINT  INK 6;,,,,," After ea
ch level you will be "
9115 PRINT  INK 7;,," given a bo
nus for your speed."
9120 PRINT  INK 6;,," BC - your
Chopper"
9125 PRINT  INK 7;,," E  - Enemy
 flank"
9130 PRINT  INK 6;,," Press any
key to continue"
9135 PAUSE 0: CLS : GO TO 1000
9600 GO TO 9500
```



Illustration: Dorian Cross

DEFUSE



RUNS ON A BBC

BY DAVID DOBBY

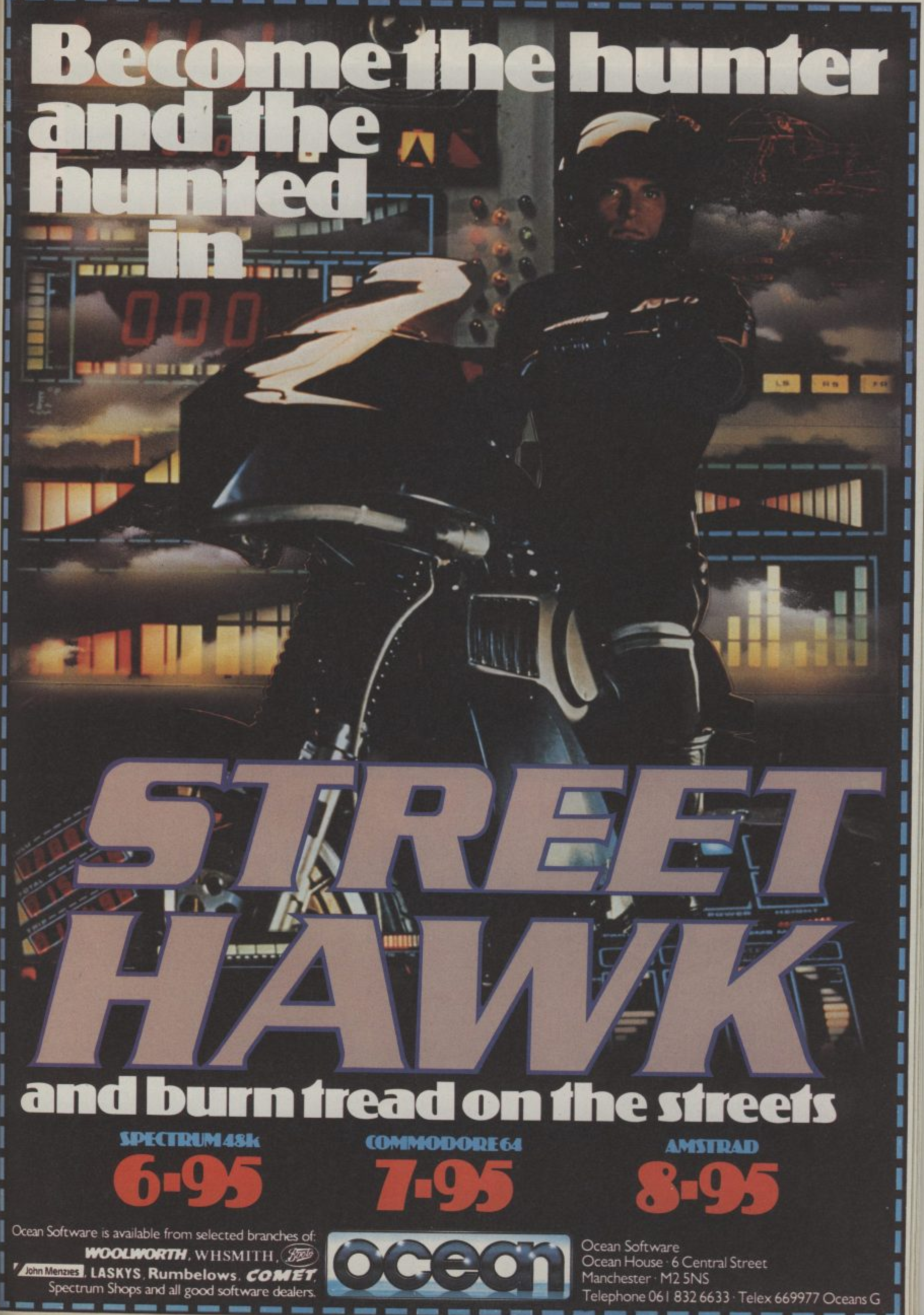
Bombs have been placed under nuclear reactors. It's your task to defuse them in this game of skill and strategy.

But you must defuse the bombs in the correct order, otherwise ... BOOM! Also you must avoid your own radioactive trail.

The control keys are Z=left, X=Right, :=Up and /=Down. Full instructions are included.

```
L.
   10PROCCHARS
   20MODE7:VDU23;8202;0;0;0;:PROCIN:IF DEMO=1 K=1:PROCK
   30MODE2:VDU23;8202;0;0;0;:PROCSCREEN
   40PROCGAME:PROCANOTHER
   50IF Q$="Y" THEN 20 ELSE END
   60DEFPROCCHARS
   70VDU23,240,0,0,0,0,7,7,31,31
   80VDU23,241,0,0,36,60,255,255,255,255
   90VDU23,242,0,0,0,0,224,224,248,248
  100VDU23,243,31,31,7,7,7,7,63,63
  110VDU23,244,248,248,224,224,224,224,252,252
  120VDU23,245,63,63,127,127,127,35,35,19
  130VDU23,246,255,255,255,255,255,60,24,0
  140VDU23,247,252,252,254,254,254,196,196,200
  150VDU23,248,19,11,11,7,7,3,15,255
  160VDU23,250,200,208,208,224,224,192,240,255
  170VDU23,251,24,24,129,90,24,24,36,36
  180VDU23,253,126,189,219,231,231,219,189,126
  190ENVELOPE1,129,0,8,0,2,6,6,60,0,0,1,126,126
  200DIM R(14),C(14)
  210ENDPROC
  220DEFPROCIN
  230DEMO=0:*FX15
  240FOR L=1 TO 2
  250PRINTTAB(13,0+L)CHR$141;CHR$129"DEFUSE"
  260PRINTTAB(4,6+L)CHR$141;CHR$131"PRESS I FOR INSTRUCTIONS"
  270PRINTTAB(4,10+L)CHR$141;CHR$131"PRESS D FOR A DEMONSTRATION"
  280PRINTTAB(4,14+L)CHR$141;CHR$131"PRESS S TO START GAME"
  290NEXT L
  300PROCTUNE
  310REPEAT:Q$=GET$:UNTIL Q$="I" OR Q$="D" OR Q$="S"
  320IF Q$="I" CLS:PROCINST:CLS:GOTO 240
  330IF Q$="D" DEMO=1
  340IF Q$="S" PROCINIT
```

```
350ENDPROC
360DEFPROCINIT
370CLS:PRINT''CHR$131"INPUT SKILL LEVEL (1-EASY TO 5-HARD)";
380K=GET-48
390IF K<1 OR K>5 THEN 370
400PROCK
410ENDPROC
420DEFPROCK
430VDU23,249,0,0,60,60,60,60,0,0
440IF K=1 OR K=2 OR K=3 VDU23,249,0,126,126,126,126,126,126,0
450SK=K+1
460ENDPROC
470DEFPROCSCREEN
480N=0:D=1:A=1:FIN=0:RE=0
490xco=50:yco=50:x=0:y=4
500RESTORE 510:FOR X=1 TO 14:READ C(X),R(X):NEXT
510DATA 13,9,2,15,6,4,14,20,4,20,3,9,15,5,16,15,2,3,7,15,11,4,9,21,8,10,12,14
520COLOUR130:CLS:GCOL0,0:MOVE 20,20:DRAW 20,940:DRAW 1260,940:DRAW 1260,20:DRA
W 20,20:GCOL0,7:COLOUR4
530X=INT(RND(14-SK)):IF DEMO=1 X=1
540FOR REA=1 TO SK
550RE=RE+1:X=X+1
560PRINTTAB(C(X),R(X))CHR$240;TAB(C(X)+1,R(X))CHR$241;TAB(C(X)+2,R(X))CHR$242
570PRINTTAB(C(X),R(X)+1)CHR$243;TAB(C(X)+2,R(X)+1)CHR$244
580PRINTTAB(C(X),R(X)+2)CHR$245;TAB(C(X)+1,R(X)+2)CHR$246;TAB(C(X)+2,R(X)+2)CH
R$247
590PRINTTAB(C(X),R(X)+3)CHR$248;TAB(C(X)+2,R(X)+3)CHR$250
600IF RE=1 C=3
610IF RE=2 C=5
620IF RE=3 C=6
630IF RE=4 C=8
640IF RE=5 C=9
650IF RE=6 C=12
660COLOURC:PRINTTAB(C(X)+1,R(X)+3)CHR$249:COLOUR1:COLOUR131:CH=48+REA:PRINTTAB
(C(X)+1,R(X)+1)CHR$CH:COLOUR4:COLOUR130
670NEXT REA
680PRINTTAB(1,1)"DEFUSE"
690IF DEMO=1 COLOUR13:PRINTTAB(15,1)"DEMO":COLOUR4
700FOR F=1 TO SK:PRINTTAB(6+(2*F),1);F:NEXT F
710ENDPROC
720DEFPROCGAME
730TIME=0
740IF DEMO=1 REPEAT:PROCKEYS:GOTO 770
750REPEAT
760A$=INKEY$(0)
770IF A$=" " THEN 820
780IF A$=":"THENx=0:y=4:GOTO820
790IF A$="X"THENx=8:y=0:GOTO820
800IF A$="Z"THENx=-8:y=0:GOTO820
810IF A$="/"THENx=0:y=-4:GOTO820
820xco=xco+x:yco=yco+y
830P%=POINT(xco,yco)
840IFA=1ANDP%=3PROC1:GOTO950
850IF(A=1ORA=2)ANDP%=5PROC2:GOTO950
860IF(A>0ANDA<4)ANDP%=6PROC3:GOTO950
870IF(A>0ANDA<5)ANDP%=8PROC4:GOTO950
880IF(A>0ANDA<6)ANDP%=9PROC5:GOTO950
890IF(A>0ANDA<7)ANDP%=12PROC6:GOTO950
900IF P%=0 PROCFENCE:GOTO 950
910IF P%=7 PROCTRAIL:GOTO 950
920IF P%=4 PROCCRASH:GOTO 950
930PLOT69,xco,yco
940SOUND1,-10,(xco)/10,1:SOUND2,-10,(yco)/8,1
950UNTIL FIN=1 OR N=1 OR D=SK+1
960IF FIN=1 PROCDONEIT
970IF D=SK+1 SK=SK+1:PROCSCREEN:PROCGAME
980ENDPROC
990DEFPROCTRAIL
1000PROCEXPLODE:COLOUR4:PRINTTAB(1,9)"YOU RAN OVER YOUR"TAB(2,11)"OWN RADIOACTI
VE"TAB(2,13)"TRAIL AND DIED"
1010ENDPROC
1020DEFPROCFENCE
1030PROCEXPLODE:COLOUR4:PRINTTAB(2,9)"YOU RAN INTO THE"TAB(2,11)"ELECTRIFIED FE
NCE"TAB(6,13)"AND DIED"
```


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```
1040ENDPROC
1050DEFPROCANOTHER
1060PRINT'''':COLOUR3:PRINT" WOULD YOU LIKE TO"''"  TRY AGAIN (Y/N)"
1070REPEAT:Q$=GET$:UNTIL Q$="Y" OR Q$="N"
1080ENDPROC
1090DEFPROCDONEIT
1100COLOUR130:CLS:COLOUR4:SOUND0,-15,5,50:PRINTTAB(5,9)"WELL DONE!"TAB(3,11)"YO
U JUST SAVED"TAB(5,13)"THE NATION"
1110ENDPROC
1120DEFPROCINST
1130PRINTTAB(13,1)CHR$141;CHR$129"DEFUSE"
1140PRINTTAB(13,2)CHR$141;CHR$129"DEFUSE"
1150PRINT'CHR$130"YOUR TASK AS CHIEF BOMB DISPOSER"
1160PRINTCHR$130"IS TO DEFUSE ALL THE BOMBS PLACED"
1170PRINTCHR$130"UNDER EACH OF THE NUCLEAR REACTORS."
1180PRINT'CHR$132"YOU DO THIS BY DIRECTING YOUR MAN"
1190PRINTCHR$132"(SHOWN AS A WHITE LINE) IN AN 'n'"
1200PRINTCHR$132"SHAPE THROUGH EACH OF THE BOMBS."
1210PRINT'CHR$131"DO NOT DEFUSE THE BOMBS IN THE WRONG"
1220PRINTCHR$131"ORDER, HIT ANY OF THE REACTORS OR RUN"
1230PRINTCHR$131"INTO YOUR OWN RADIOACTIVE TRAIL."
1240PRINT'CHR$133"YOU CAN START WITH ANY NUMBER OF"
1250PRINTCHR$133"BOMBS UP TO A MAXIMUM OF SIX. EACH"
1260PRINTCHR$133"TIME YOU CLEAR A SCREEN THE NUMBER"
1270PRINTCHR$133"OF BOMBS INCRESES."
1280PRINT'CHR$134"USE     Z = LEFT     X = RIGHT"
1290PRINTCHR$134"         : = UP       / = DOWN"
1300PRINTTAB(0,24)CHR$129;CHR$157;CHR$131;TAB(12)"PRESS ANY KEY";:K=GET
1310ENDPROC
1320DEFPROCEXPLODE
1330SOUND&10,-15,6,40
1340FORJ%=1TO25:X=RND(6)+128:COLOURX:CLS:NEXTJ%
1350N=1:COLOUR130:CLS
1360ENDPROC
1370DEFPROCCRASH
1380PROCEXPLODE:COLOUR130:CLS:COLOUR4:PRINTTAB(2,9)"YOU RAN INTO ONE"TAB(1,11)"
OF THE REACTORS AND"TAB(2,13)"SET OFF THE BOMBS":N=1
1390ENDPROC
1400DEFPROC1
1410IF D<>1 PROCEXPLODE:PROCORDER:ENDPROC
1420COLOUR2:PRINTTAB(8,1)"1":D=D+1:A=2:ENDPROC
1430DEFPROC2
1440IF D<>2 PROCEXPLODE:PROCORDER:ENDPROC
1450COLOUR2:PRINTTAB(10,1)"2":D=D+1:A=3:ENDPROC
1460DEFPROC3
1470IF D<>3 PROCEXPLODE:PROCORDER:ENDPROC
1480COLOUR2:PRINTTAB(12,1)"3":D=D+1:A=4:ENDPROC
1490DEFPROC4
1500IF D<>4 PROCEXPLODE:PROCORDER:ENDPROC
1510COLOUR2:PRINTTAB(14,1)"4":D=D+1:A=5:ENDPROC
1520DEFPROC5
1530IF D<>5 PROCEXPLODE:PROCORDER:ENDPROC
1540COLOUR2:PRINTTAB(16,1)"5":D=D+1:A=6:ENDPROC
1550DEFPROC6
1560IF D<>6 PROCEXPLODE:PROCORDER:ENDPROC
1570COLOUR2:PRINTTAB(18,1)"6":FIN=1:ENDPROC
1580DEFPROCORDER
1590COLOUR4:PRINTTAB(2,8)"YOU SET OFF THE"TAB(2,10)"BOMBS BY TRYING"TAB(1,12)"T
O DEFUSE THEM IN"TAB(2,14)"THE WRONG ORDER"
1600ENDPROC
1610DEFPROCKEYS
1620A$=" "
1630IF TIME>400 A$="X"
1640IF TIME>500 A$=":"
1650IF TIME>550 A$="X"
1660IF TIME>565 A$="/"
1670IF TIME>630 A$="X"
1680IF TIME>790 A$=":"
1690IF TIME=990 THEN TIME=0
1700ENDPROC
1710DEFPROCTUNE
1720FOR L=1TO2:RESTORE 1730:FOR X=1TO10:READ A:SOUND 1,1,A,3:NEXT,
1730DATA 130,130,250,250,156,156,134,134,78,78
1740ENDPROC
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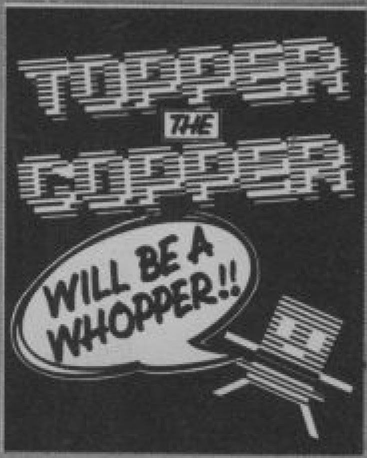
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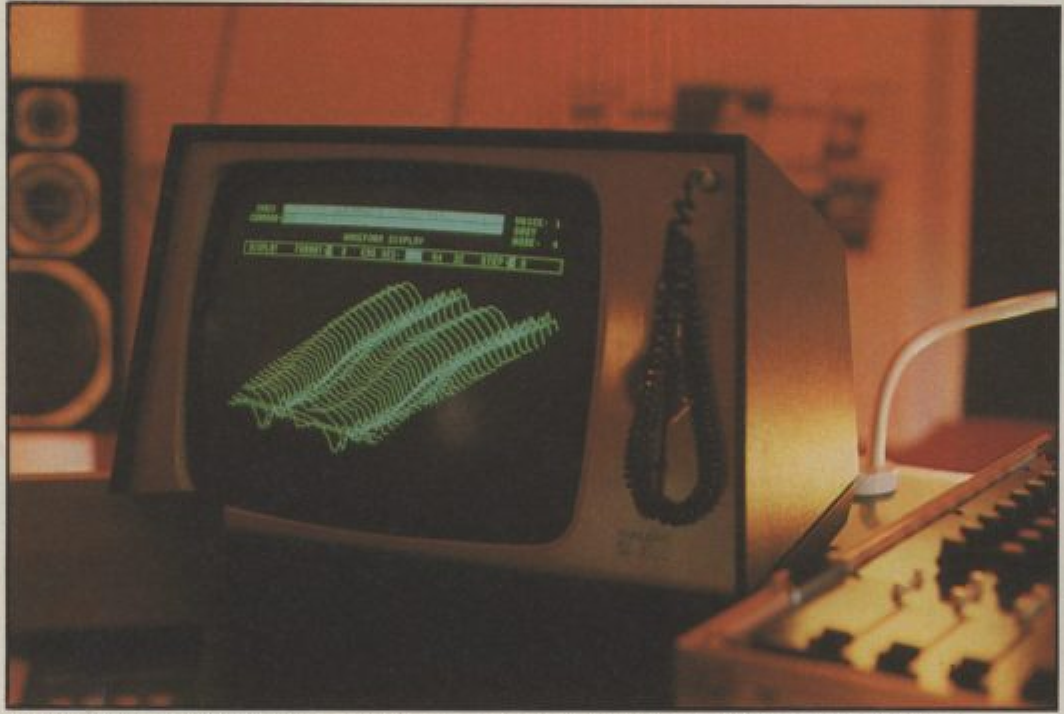
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MELODY MAKERS



• Computers are now playing a major role in the creation of music in the recording studio. We look at how new rock band *Beat the Sharks* used a computer to help with their new single *"Runaway"*. • Catch up on the reviews of all the latest music software packages available. • Make music with your micros with our listings for the BBC, Commodore 64, Vic 20, Spectrum and Atari.

MAKING TRACKS



Computer magic in the studio: A musical note is displayed as a three-dimensional image on the super sophisticated Fairlight Computer Musical Instrument.

I bet you thought musicians went into a recording studio with their guitar slung over their shoulder, played a few tunes, sang a bit and then emerged with a smash hit number one record! Well WE did at *C&VG* until we delved into the amazing world of computers and music. Read on and find out how the micro is making a big noise in the pop world . . .

So you've always fancied yourself as the next *Frankie Goes to Hollywood*? You have a great idea for a song. It goes something like *doo dum da doo doo doo dum da Relax.*

But there are two slight problems. First, you think you may have heard the song before somewhere. Second, you have just raided the piggy bank and you are still £50,000 short for the necessary computer gadgetry.

Don't panic! As pop group *Beat the Sharks* discovered, the technology is available and it's cheaper than you think. So relax, write a new song and read on . . . The story so far . . .

New record label Pure Trash had signed the Sharks to release a single called *"Runaway"*. That was the good news. The bad news was that Trevor Horn would not let them play with his costly computerised music toys.

Unabashed they turned to the little Yamaha CX 5M, an MSX micro with an add-on piano keyboard and excellent music chip.

Indeed inside its small frame it packs half of a Yamaha DX9 synthesiser's voice generator.

The band's main interest was to take what is basically a home computer system into the studio and come out with a production that was truly professional.

The aspects of the system which most appealed to the band were its ability to synchronise another keyboard and drum machine. Also, using the optional music computer software, some of the backing tracks could be programmed before going into the studio. This obviously saves money.

The idea was to lay down a pulse track from the CX 5M onto an outside track of the studio's 16-track tape deck. This pulse could then be used to drive the computer, as well as the drum machine.

Drum rhythms for the whole song had already been programmed into a Yamaha RX11 drum machine.

The most useful bit of software available with the CX 5M is the FM Music Composer. This allows you to write up to eight different parts into the computer. Individual notes are entered one at a time, either using the computer keyboard of piano keyboard. The music score is then displayed on the monitor. And if you have an MSX-compatible printer then you also get your own sheet music printed!

The whole writing process is a bit fiddly and long-winded but you soon get the hang of it. Obviously it helps if you've some knowledge of music, especially if the rhythm is complicated.

So, having recorded the pulse (sync) track, you can then use this to drive the computer and drum machine. Each of these machines can now be edited at any time during the recording and still keep accurate time.

In theory it's a great facility to have. You don't have to commit anything to tape until it's all how you want it to sound.

The main advantage as far as *Beat the Sharks* were concerned was that this cut the cost of studio time as a lot of the backing could be pre-programmed. The other benefit is that when using a relatively small recording studio you save lots of those precious tracks by putting all of the programmed backing onto the same piece of tape. The single *"Runaway"* was recorded at a 16-track studio so obviously all of these techniques were very important.

But it wasn't all sweetness and light! Having set everything up and pressed the start key, engineer Richard Joseph and producer Mike Burdett did have some problems with keeping the sync track at a constant speed. But these were soon sorted out.



The Yamaha CX5 in action in the studio.

What you hear on the record then are computer controlled drums, bass and keyboards. The rest of the tracks, guitar, keyboard and vocals were then played on top, live, by the *Sharks.*

Basically the system used in the studio could be set up by any budding songwriter in their bedroom. All you need to start is the CX 5M music computer and a tape deck.

Improvements and refinements to the package would certainly be welcome and from what I hear may well be on their way. Yamaha appears to be sorting out the syncing problem and also developing new software.

The present method of programming in step-time (note by note) is a bit of a pain. Far more flexible would be the real-time software which is apparently coming. With that, you play what you want on the piano keyboard and it is then written in exactly how you play it. Far less fiddly altogether.

There is also talk of Yamaha developing a digital sampling facility for the machine. This would allow you to sample any sound, for example a car starting or someone talking, and punch it into a song at the press of a button . . . just like P-P-Paul H-H-Hardcastle on *"19"*!

So happy programming and if you want to know how the *Beat the Sharks* session turned out listen out for them on the radio.

- **Yamaha CX 5M computer** £449; mini keyboard (mini), £P.O.A. keyboard (normal size) £P.O.A.

One of the most important scene-setting elements of all the best games must surely be the music. Though for many years this feature was largely ignored, nowadays even the rather limited capabilities of the Spectrum's sound chip are being used to the full.

Although micro music still has a long way to go before rating comparison with your average symphony orchestra, some game music is of a very high standard. The phenomenal effort required to produce such tunes as *Ghostbusters* on the Commodore 64 must rival the amount of time spent programming the game itself.

This is all very nice for companies large enough to handle this, but what about the home computer games programmer? Well, fortunately for us, the increased awareness of the value of micro music has led to the development of a number of music utilities. We've looked at a few of these on the Spectrum, BBC and Commodore 64 computers, and you'll find our comments on the next few pages. Firstly, however, let's consider a few basic considerations which you should take into account when choosing a music utility package.

One of the first things to decide is what you hope to gain from your music package. These can be divided into three main areas of use: educational, home use and game programming. These uses will also depend, to a large extent, upon your own musical abilities. On the educational front, if you're an absolute beginner to music, then your main requirement is likely to be learning how to write music, not a package allowing you to transcribe three-part harmonies which assumes you know exactly what you're doing. Alternatively, maybe you know a little about music but want to find a package which will teach you how to write even better tunes. Home use will be to either enter tunes onto a musical stave, or use the facilities of the micro as a sequencer/synthesiser. Then again, games programmers are going to want to be able to enter tunes and use the resultant data. This might be by manually transferring the composed tune to BASIC, or possibly even using the tune data directly from their own programs.

SPECTRUM

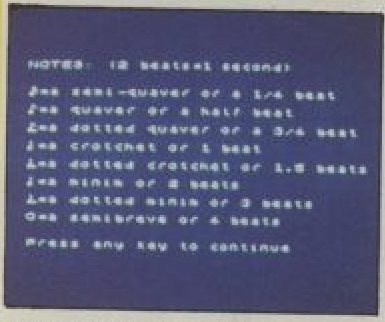
The Spectrum is by no means an ideal music instrument. With only one channel or rather poor sound, its capabilities are, to say the least, limited. This has not stopped a number of companies from producing some very good music utility packages.

TITLE: Music Maker
SUPPLIER: Bellflower Software
PRICE: Not available

This program is very easy to use, but suffers from a lack of thought for the user. For instance, though ideal for entering music from a score, it would be extremely difficult to use this program for composing your own tunes. If you notice a mistake whilst playing the tune, there is no way to recover. other than deleting all the notes back to where the error occurred. The obvious method of avoiding this problem is to play the tune every couple of bars, but the program methodically prints all the notes to the screen before playing them at the proper tempo, making this approach extremely slow. This is a nicely produced program, but could be better.

STAVE NOTATION: Yes, but only treble clef

ENTER MUSIC:	Yes
PLAY MUSIC:	No
SAVE TO TAPE:	Yes
PRINTER:	Yes
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANSPOSE:	No
STORAGE:	? (200 bars)
48K/16K:	48K
GRAPHICS:	8
EASE OF USE:	7



TITLE: Play, Type and Transpose
SUPPLIER: Hilton Computer Services
PRICE: Not available

The first of two programs produces a pitch card based on the key signature you enter. In other words, it tells you what values to use for each note in BEEP statements. You then have to type in the BEEP and PAUSE statements in BASIC. This causes the pitch card to disappear, so they suggest that you write the tune data on paper first — and we thought that the computer was supposed to replace the necessity of using paper! Typing in the tune is made slightly easier with the use of predefined variables for note lengths (ie crotchets, etc.).

The second program allows you to enter and transpose music onto a musical stave. The method of doing this is slow and tedious, making this part almost as slow and tedious as the first program. The only words that come to mind for the overall package is "rip off".

STAVE NOTATION: Yes, but not fully

ENTER MUSIC:	Yes
PLAY MUSIC:	No
SAVE TO TAPE:	Yes
PRINTER:	Yes
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANSPOSE:	Yes
STORAGE:	70 notes in each of 30 prog lines.
48K/16K:	48K
GRAPHICS:	3
EASE OF USE:	4



TITLE: Music Typewriter
SUPPLIER: Romantic Robot
PRICE: £9.95

This was by far the best of the Spectrum packages we looked at. The graphics, though a little dull, are large and clear, the menu-driven pages are easy to use and everything is very fast. Music notation is strictly adhered to, even to using triplets and specifying staccato.

The only problem we found with this very professional-looking package is the use of the keyboard. Rather than moving a note on a stave, the pitch is decided by the key you press. To facilitate this, Romantic Robot kindly include a key overlay which is useless to anybody with a replacement keyboard, or a Spectrum Plus.

STAVE NOTATION:	Yes, fully
ENTER MUSIC:	Yes
PLAY MUSIC:	No
SAVE TO TAPE:	Yes
PRINTER:	Yes — wide range of interfaces and printers.
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANSPOSE:	Yes
STORAGE:	254 bars (with up to 16 different melodies, each with its own name)
48K/16K:	48K
GRAPHICS:	8
EASE OF USE:	8

ATTENTION Users Computer Library, many new titles. Membership fee £1.00. Hire fee £1.00 per cassette per week. Discount on many games for hirekit, write to Supasoft, 297 Northfield Road, Harborne, Birmingham B17 0TG.

48K SPECTRUM £180 of original software, joystick interface, magazines. All for £140 ono. Robert Norris, 38 Flora Grove, St Albans, Herts. Tel: 55013. New in February 1985.

SPECTRUM original software for sale. Kung Fu, Backpackers, Micro Olympics, Skool Daze, Mugsy, Ant Attack all £3.00 each. Tir Na Nog, £3.00 each. Gift from Gods, Blue Max, Great Space Race all £5.00 each. Lot £33. Send sae to Ian, 1 Parklands, Otley Road, Eldwick, Bingley BD16 3PD.

16K SPECTRUM for sale with all leads, ram turbo joystick, interface, Quickshot two joystick, cassette player. Software including Jet Pac and Harrier Attack and several books. £120. Tel: Louth 605159.

SINCLAIR ZX Spectrum for sale including 48K machine, microdrive, 1/face 1, data recorder and light pen. Plenty of software + three microdrive cartridges only £200 ono for the lot — won't split. Contact Simon (0742) 341875.

ATARI software: sell or swap. Cassette only: S.A.M. Crystal Castles, Chuckie Egg, Dropzone, Landscape, Jaggi Lines, Ballblazer, Keystone Cops, Blue Max 2001, many others. Tel: 0904 25016 after six.

BBC (B), 31 original games, joystick, joystick interface, books. Great condition. Worth £550 + sell for £280 ono. Tel: Romford 28319. Ask for Steve.

VIC 20 with cassette recorder, printer, switchable rampack, £400 of software, joystick and magazines including Introduction to Basic part 1 and home computer course. £170 ono. Tel: (0632) 557587 after 6pm.

ZX SPECTRUM software — new and secondhand. Prices from £1.00 to £8.00. All originals. Send sae to MM CVG, 32 Bankwell Drive, High Etherey, Bishop Auckland, County Durham, DL14 0HG.

ACORN ELECTRON, good condition, over £140 of software, cassette recorder, plus 1 interface, all leads, manuals, magazines and dust cover. Worth £320, sell for £200. Tel: Reading (0734) 665914.

48K SPECTRUM for sale with cassette recorder and lots of games including "Frankie Goes to Hollywood", "Daley Thompson's Supertest" £200 ono. Tel: Brookwood 904867 3968 after 4pm.

VIC 20 + cassette recorder. 30 games, cassettes and 8K. Introductory basic part 1, mags. Good condition. Will accept £65. Ring Flax Bourton 2306, ask for Simon.

SWAP SPECTRUM+, special tape recorder, joystick and interface, seven books, software with titles like: Brian Bloodaxe, Jet Set 2 and lots more for Commodore 64 and accessories. Ring 061 860 6875.

COMMODORE 64 + C2N cassette. Excellent condition, still under guarantee + over £200 of software only £250 ono. Tel: James Corby (0536) 63700.

CBM 64 American disk adventures for sale — Mask of the Sun £12.50, Dragonworld, Mindshadow £10.50 each, Dallas Quest, Zork II, Zork III £6.50 each also cassette software. Tel: 0703 420016.

VIC 20 with 8K ram pack, excellent condition, 60 games include "Chariot Race", "Jetpac", "Pirate Cove", "Fatty Henry", cassette 50 and "Snake Bite" £70 ono. Tel: Wrexham 361741.

CBM 64 users. Do you have games to swap? Users In Europe and USA welcome. Write to Mr N. Birds, Shawcroft, Biggin Hartington, Buxton, Derbyshire SK17 0DH. Also good printer wanted for CBM 64. Must be in good condition in exchange for good games.

C64, C2N, joystick, mags and over 50 games including Spy vs Spy, Summer Games, Super Huey ect. £220 ono. Bedford 210524. Ask for Jonathan.

VIDEO. Atari 6 months old, will swap for CBM 64 disc drive, tape recorder and software. Also Atari software tape/disc for sale or swap. Tel: Mark 021 523 4004 after 6pm.

CBM 64 + disk drive + tape deck + new modem, unsubscribed + speech synthesiser cartridge + 3 games cartridges. 50 + double sided disks. Easy script. Simons basic, Superbase 64. Cost well over £1100. Bargain at £375. Tel: 0226 790435.

FOR SALE BBC MICRO 32K, data recorder, over £140's worth software, over 150 magazine. Offers around £350, cost over £650. Tel: (0246) 826097.

CUMANA dual disk drive CD8005 with aviator and blank disc £250, worth £600. Ring Hartlebury 250929 ask for Mark.

HINTS and Pokes version 1, 75 different pokes on 27 Spectrum games, including TL1, Pyramid Amongst. Send a cheque/PO for £1 to P. Challenger, 48 Coed-Onn Road, Flint, Clwyd CH6 5QE.

GGL-M5 computer software manuals literature, sensible offers. Selection of hand-held games, offers. Phone Norwich 715157.

SPECTRUM games for sale. Hardly used including Panzer attack, Cricket, D-Day, Stalag 13, plus many more! Phone: Kings Langley 292794, software or books etc. On MZ-80B (sharp). Especially Modems. Also Q-Bert for Intellivision £5 and Jupiter Lander for Commodore 64 £5.00.

1984 SPECTRUM 48K plus beginners manuals, boxes and guarantees. Interface 2, Arcade Joystick and 19 originals of the latest games. Also two tape recorders, worth £250, sell for £100. Phone Chris on Bristol (0272) 832032.

ORIC ATMOS 48K good condition (boxed) still under guarantee. £50 ono, plus black/white TV if sold with computer £90 ono for the lot. Tel: Bry S/Land 489727.

SPECTRUM 48K for sale, with Interface/Rom cartridge with two joysticks. Also about £400 of software. Will accept £150 ono. Ring Ricky on 01 863 9239 after 6.30pm.

SPECTRUM COMPUTER CLUB includes: two cassette racks; newsletter/magazine regularly; competitions, discounted software and hints and tips. Write to: Scott Hatwood, 156 Leinster Avenue, Knowle, Bristol BS4 1MM.

MSX SOFTWARE to sell or swap. All good titles Blagger, Pinball, Punchy, 3D Golf, Chuckie Egg, etc. All original games. Phone 0934 862646. Ask for Andrew.

SWAP DRAGON 32 (boxed, as new). Quickshot 2 joystick, nine games, books and manuals, etc. for your computer system. Tel: Southampton 81328. Consider anything — ZX81 to IBM PC, Christopher Sinkinson, Bartley Mouth House, Shepherds Road, Bartley, Southampton SO4 2LH.

32K BBC A with 6522 (runs all BBC B software but fewer interfaces), newly repaired and under guarantee. Cassette recorder, manuals, books, Acornsoft Arcadian and Forth. £215 the lot. J. Cross, 18 Bolingbroke Grove, London SW11. Tel: 01-673 8187.

I HAVE OVER £646 worth of of CBM 64 software which I wish to sell for £300 ono. All originals plus lots of new titles. Tel: Pete on Walton-on-Thames, Surrey 246729 after 4pm.

48K SPECTRUM + Interface II, Quickshot joystick + £200 worth of software, including Bruce Lee, Alien 8, Nodes of Yesod and Hypersports. Cost £420, only £170. Tel: Ashley on Hemel Hempstead 62174.

AMSTRAD USER (male) would like to communicate with female users using mini-office Word Processor. Send tape stating file name and your address. For reply, M. Harman, 74 Arthur Street, Withernsea, North Humberside HU19 2AU.

SONY MSX, data recorder, joystick £100 + software including Yei Ar Kung Fu, Hypersports, Tennis Track and Field, mags etc. £200 ono. Swap for good condition CBM64 Data recorder, etc. Tel: 01-650 8959.

TANY TRS 80 32K, manuals, etc. Tandy tape deck, dust cover, 12 games including Skramble, Zaxxon and Donkey Kong, v.g.c. All boxed, £95 ono. Tel: 052621060 ask for Chaz after 6pm.

ATARI 800XL, unwanted gift, £70 ono. Vic-20, 16K switchable rampack, super expander, C2N recorder, lightpen, over 30 original cartridges and cassettes, books and manuals £60 ono. Tel: Bedford 768569.

BBC B 9 months old. Data-corder. Joystick plus R.O.M. Logic 3 programming course. Eight games cassettes. Immaculate condition . £330. Tel: Ebbw Vale 301657 (evenings).

COMMODORE 64, joysticks, cassette deck, dust covers, various computer magazines and 17 games. Including Airwulf, Ghostbusters, Moon Cresta, Spitfire forty and one utility. Telephone Mr S. Matthews on 061-434 1520 after 2pm (weekdays). Worth £350 altogether. Sell for £260 including deliver by datapost.

ACORN ELECTRON, cassette recorder, over £100 worth of software, Guardian, Sim, Monsters, etc. Lots of magazines, Elbug, Acorn User, etc. worth over £350, sell for £150. Tel: Blackpool 301027.

ATARI SOFTWARE for sale. Star Raiders, Zaxxon, Caverns of Khafka and Grid Runner £5.00 each. Also upgrade your 16K 800 to 32K with 16K ramboard £15.00. Tel: Dean 01-898 1612.

FOR SALE DRAGON 32 + three joysticks and 40 tapes, many originals, £100 ono. Write or call Richard Priest, 6 Lower Green Avenue, Scholes Cleckheaton, West Yorkshire BD19 6PB.

C.B.M. 64 software, Beamrider, River-Raid, Loco Buck Rogers, Pole Position, Zaxxon, Moon Cresta, Monty Mole, Super Pipeline, Chinese Juggler, Mystic Mansion, Pinball Wizard, Booty, Gogo Ghost, Spooks, Chiller, Hektik, Big-Mac, Electron Game, Maxiacs, Kaktus, Connect 4, all half price. Tel: 0623 554153.

SPECTRUM GAMES for sale or swap for Commodore 64. Games include Dun Durach, Dragontorc. All Mikrogen games, over 60 in all. Most top ten games. Please phone Rina 5465933.

DRAGON 32 + manual + leads + Quickshot 2 joystick + books + over £100 worth of software including Manic Miner + Return of the Ring + Gridrunner — only £100. Tel: Cardigan (Wales) 613962.

48K SPECTRUM with magazines and games. Will sell for £120, worth £180. Telephone Harpenden 3397 after 4.30pm, ask for Adrian.

SWAP SPECTRUM + and Joystick, Tape Recorder, Interface. 100 games, magazines, books for Commodore 64, cassette unit and some games. Tel: Wheatley (08677) 3036 after 4.30pm.

CBM 64 games from USA and Britain to swap. I'm interested in good quality games in return. Send lists to N. Boak, 4 Farmfield Court, Thorplands, Northampton NN3 1YF. Tel: (0604) 48077.

ATARI 2600 VCS for sale. 12 games including Pole Position, Decathlon, Pacman, Q?Bert. One joystick but I will pay for a second. Worth £250, sell for £130 ono. Tel: Ditcheat (986) 479.

SWAP SPECTRUM 48K with interface two and cassette, all as new and boxed. For Commodore or Atari disk drive. Pete, 11 Farmers Row, Fulbourn, Cambridge or phone Cambs (0223) 881249.

FREE VTX500 MODEM when you buy my user — user software for £35 or will swap for Microdrive. Write to J. Evans, Nangwilym, Tremeirchion, Clwyd LL17 0UG or phone 0745 75425.

SOFTWARE to swap or sell, send for list. Includes Beach-head, Star Strike, Games Designer, Automania, Baseball, Combat Lynx, Flight Sim, Avalon, Zoom, Atc Heathrow, would swap for hardware, eg Lightpen, Printer. Write to Jonathan King, 9 Porthminster Terrace, St. Ives, Cornwall TR26 2DQ.

CBM 64 games for sale, NATO Commander £2.50, Wheel-in Wallie £2.50, Zim Sala Bim £3.00 also easy script £25.00. Tel: Mark on 0509 234375.

AMSTRAD SHARP MZ700 Spectrum software, the cheapest original full colour action games around, price between 75p to £1.75. For information send sae to 24 Pacetapes, 40 Bainton Grove, Clifton, Nottingham NG11 8LG.

48K SPECTRUM and tape recorder + Kempton joystick, interface + Quickshot II joystick + Currah MicroSpeech + over £300 of software + books, mags. Sell for £250 ono. Tel: 01-317 8373 on Monday, Thursday after 6pm and ask for John.

SPECTRUM for sale + cassette recorder, Kempton joystick + interface, over 80 games, worth £270, 40 books + magazines on programming, worth £520, only £190 wanted. Tel: (0843) 601809, contact Steve Harling.

48K SPECTRUM plus and 26 original games including Sherlock, Baseball and Brian Jacks. Smiths Data Recorder with built-in Sound Amplifier. Kempston Pro Interface. Worth £320 accept £165. Tel: 025481 2652.

SWAP Frog Radio Controlled Off Road Racing Buggy, Controller, Fast, Slow Chargers, Two Body Shells, 7.2v Battery for Commodore 64 and cassette recorder. Write to Richard Allen, 2 Ballymacash Road, Lisburn, Co. Antrim BT28 3DR, Northern Ireland. Northern Ireland offer preferred.



TITLE: Music Composer
SUPPLIER: Chibur Software
PRICE: Not available

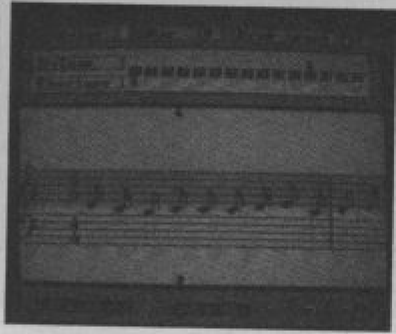
This is an extremely easy program to use, but seems to suffer from oversimplification. Beginners may find it useful, but more experienced musicians will find entering notes very tedious, having to specify sharps for every note entered (flats aren't catered for). Entering a tune is slightly inconsistent, in that at the beginning of the program you're asked to enter the duration in seconds of one beat (crotchet). Then, when entering a tune, pauses are specified in seconds, even though notes are specified as crotchets, semibreves, and so on. This is, however, only a minor grumble.

Though not explicitly designed for creating tunes for use in your own programs, everything is written in BASIC, so you could easily copy the load and play parts of the program into your creations — for your own use only, of course!

STAVE NOTATION:	Yes, but only just. No bars, ties, slurs, triplets, etc. Sharps are shown as red notes.
ENTER MUSIC:	Yes
PLAY MUSIC:	No
SAVE TO TAPE:	Yes
PRINTER:	No
TEMPO CHANGE:	Defined at start of program.
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	1401 notes in 48K. 467 notes in 16K.
48K/16K:	48K (and possibly 16K)
GRAPHICS:	5
EASE OF USE:	7 — Very easy to crash.

BBC

With four channels (three sound and one noise) and 16 definable envelopes, the BBC's sound chip was an obvious target for music utilities.



TITLE: The Music System
SUPPLIER: Island Logic
PRICE: £24.95 (disc), £12.95 2 (cassettes)

This package of programs is by far the most comprehensive music system available for the BBC micro. Using Apple Macintosh-type graphics, the main menu accesses five sub-programs:

The editor — Allows three-part harmony and percussion to be entered in full music notation, with repeat markers, first and second time bars, ties, triplets and so on.

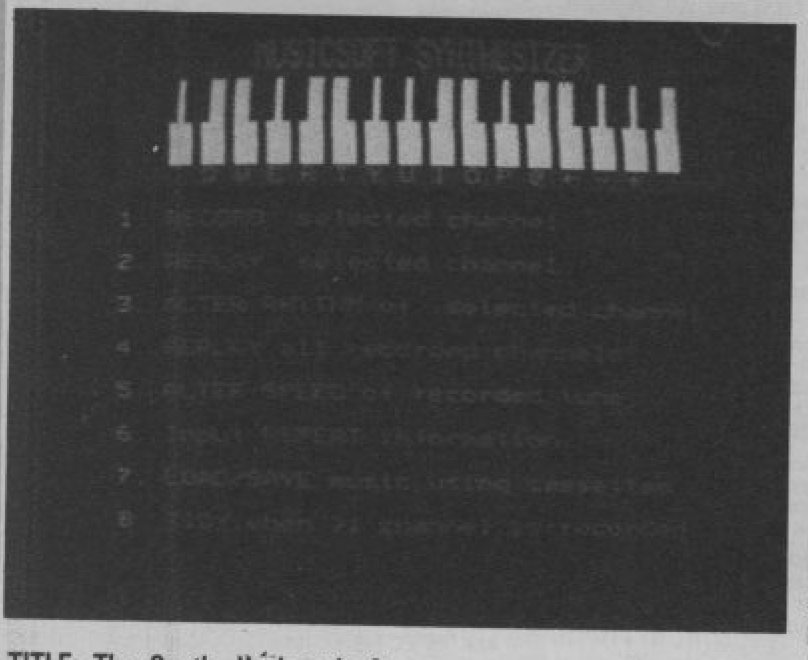
The Keyboard — This gives the option of playing and recording harmonies from the keyboard, working from a metronome. This is not as versatile as the Musicsoft Synth, but is only one part of this excellent package.

The Synth — Possibly misnamed, this allows the user to define and store envelope parameters for use in other areas of the package.

The Linker — When using the Editor, there is a fairly strict limit on the storage, and it is impossible to change key and time signatures during the tune. Using the Linker, however, longer tunes can be linked together in different keys and times, possibly repeating some sections.

The Printer — This final part allows composed melodies to be sent to the printer in full musical notation.

STAVE NOTATION:	Yes, fully
ENTER MUSIC:	Yes
PLAY MUSIC:	Yes
ALTER RHYTHM:	No
SAVE TO TAPE/: DISK	Yes
PRINTER:	Yes
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	Yes
TRANSPOSE:	Yes
STORAGE:	860 notes, then use linker
DEFINE ENVELOPES:	Yes
GRAPHICS:	9
EASE OF USE:	7 — easy when you're used to the key layout



TITLE: The Synth, Keyboards & Music Tools
SUPPLIER: Musicsoft
PRICE: £8.75, £5.75 and £5.75 respectively

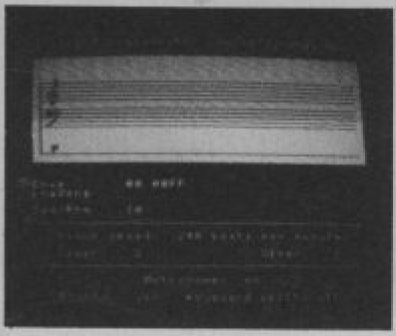
Though lacking in any sophisticated graphics, this was the easiest of the synthesiser-type programs to use. This was probably helped by the fact that the package was divided into a number of distinct programs.

The synthesiser program sets up the keyboard (sticky labels help define the black keys) to record notes. The rhythm of these is then set using a single key tapping method, listening to any other channels previously recorded. A nice feature of this part is a "tidy" facility which tries to correct any minor deviations in timing between channels — this wasn't totally successful, but certainly seemed to help.

A second program allows you to set up the keyboard in various ways simply for playing, rather than recording. One method even has a pitch bend facility.

Finally, there is a set of music tools. These are in a BASIC program and, having selected one of the tools, pressing BREAK will list the relevant part of the program, so you could use the code in your own programs (even commercially with the author's permission). These tools include coded melodies in BASIC, envelope experimentation and printing musical notation on the screen.

STAVE NOTATION:	No
ENTER MUSIC:	No
PLAY MUSIC:	Yes
ALTER RHYTHM:	Yes, including Tidy facility
SAVE TO TAPE/: DISK	Yes
PRINTER:	No
TEMPO CHANGE:	By altering rhythm
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	3000 notes divided by the number of channels used
DEFINE ENVELOPES:	Yes
GRAPHICS:	5
EASE OF USE:	7

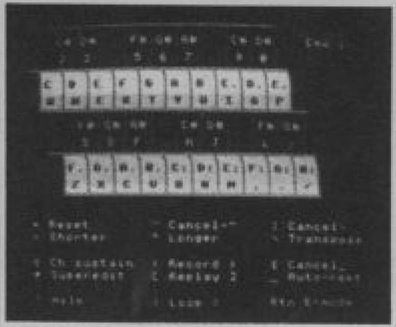


TITLE: Music Maker
SUPPLIER: Ffsoft
PRICE: Not available

Rather than allowing the typing of musical scores, this program sets up the BBC as a sound synthesiser and sequencer. The keyboard, which can be split and tuned (just like a real synthesiser), is used to play tunes. This tune then appears on a musical stave at the top of the display, though without bars, time signatures and so on. The tune can then be edited to adjust pitch and timing of notes.

A separate program, THE SOUND, allows the user to create and modify amplitude and pitch envelopes for use in the sequencer. This well-presented package also includes such features as a metronome to help timing and a rhythm generator which the user can then play-along to.

STAVE NOTATION:	Yes, but not fully
ENTER MUSIC:	No
PLAY MUSIC:	Yes
ALTER RHYTHM:	Yes, but not directly
SAVE TO TAPE/: DISK	Yes
PRINTER:	No
TEMPO CHANGE:	Change clock speed
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	?
DEFINE ENVELOPES:	Yes
GRAPHICS:	6
EASE OF USE:	6



TITLE: Music Maestro
SUPPLIER: Promotional Artwork Systems
PRICE: £14.95 disc

This program again uses the BBC keyboard to play and enter tunes. These can be modified for looping, transposition and so on. A "superedit" facility also allows you to modify the tune data itself. It is possible to alter the rhythm of the piece by tapping a key when the next note is required, though this didn't seem quite as easy or successful as the Musicsoft program.

There is also a graphical envelope designer. This allows you to change the parameters normally found in the BBC envelope command which it then shows in a combined amplitude/pitch graph. This is the method normally used for envelope designers. It would be nice to find a utility which allows you to change the graph on the screen using rubber-banding lines and so on. This would allow you to enter directly the envelopes normally associated with various instruments.

This is not an excellent program when compared to the other BBC utilities, but it is well put together.

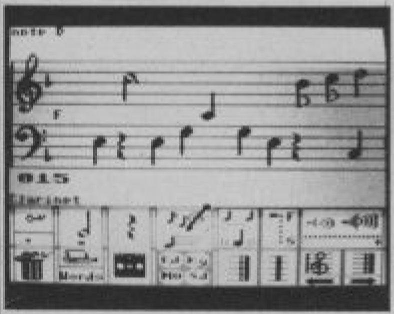
STAVE NOTATION:	No
ENTER MUSIC:	No
PLAY MUSIC:	Yes
ALTER RHYTHM:	Yes
SAVE TO TAPE/: DISK	Yes
PRINTER:	No
TEMPO CHANGE:	Yes
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	Yes
STORAGE:	?
DEFINE ENVELOPES:	Yes
GRAPHICS:	5
EASE OF USE:	6

COMMODORE

Commodore's SID (Sound Interface Device) chip only has three channels compared to the BBC's four, but tends to give better sound reproduction, especially in the lower pitch ranges. This has made the Commodore 64 the main objective for good quality music utilities which are capable of producing very professional results, escaping, to some extent, from the "Computer Music" sound.

In addition, the larger memory allows for more complex tunes.

If none of the packages below take your fancy, Commodore owners may be interested to know that the highly successful Island Logic Music System (presently on the BBC micro) will soon be available for the Commodore.



TITLE: The Music Studio
SUPPLIER: Activision
PRICE: £15.99 (cassette), £19.99 (disc)

Apart from the rather simplistic Mastertronic program, this is the only utility we reviewed which allows the user to enter melodies directly onto a musical stave. This must surely be the best method of entering tunes, unless you've access to a proper keyboard through a midi interface which can prove quite expensive.

This colourful program is run by icon-based menus, using either a joystick or the koala touch pad. The editor is very easy to use (once you've worked out the meaning of the icons) and tunes can be composed quite rapidly. There is even the option to add lyrics to the music before sending the composition to the printer.

New sounds/instruments can be programmed and saved from the Sound Engineer section of the program. Ease of use makes this area fairly easy to experiment with, but knowledge of the SID chip is really needed to make full use of this section.

A "music paint box" is also included. This follows along similar lines to the editors but instead of notes on the stave, rectangles appear. The colour of the rectangle denotes the voice (instrument), and size represents the duration. To be honest, we couldn't see the point of this. It's hardly any easier to use than the main editor, so is unlikely to be particularly educational, and practised musicians are unlikely to want to use it.

Nevertheless, this is the most sophisticated of the Commodore packages we looked at.

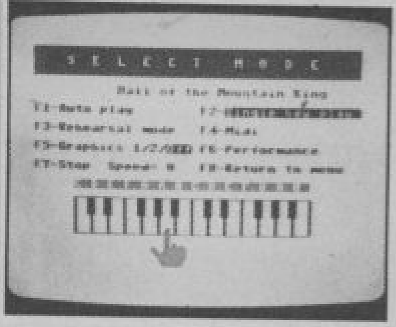
STAVE NOTATION:	Yes
ENTER MUSIC:	Yes
PLAY MUSIC:	No
ALTER RHYTHM:	No
SAVE TO TAPE/: DISK	Yes
PRINTER:	Yes
TEMPO CHANGE:	Yes
KEY SIGNATURE:	Yes
TIME SIGNATURE:	No
TRANSPOSE:	Yes
STORAGE:	?
DEFINE ENVELOPES:	Yes — including 15 presets
GRAPHICS:	9
EASE OF USE:	8

TITLE: Multisound Synthesiser
SUPPLIER: Romik Software
PRICE: Not available

This program has been designed mainly to test different sounds using the Control and Special Effects program screens. Though it is possible to play (from the keyboard) and store simple melodies, including setting up background rhythms and melodies to play along to, this is rather crude.

If you're wanting to compose tunes, then don't buy this. On the other hand, if you're wanting to learn about the technicalities of the SID chip (a necessity to make full use of the program) and create new sound to use in your own programs, then you'll probably find the program very useful.

STAVE NOTATION:	No
ENTER MUSIC:	No
PLAY MUSIC:	Yes
ALTER RHYTHM:	No
SAVE TO TAPE/: DISK	Yes
PRINTER:	No
TEMPO CHANGE:	No
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	?
DEFINE ENVELOPES:	Yes
GRAPHICS:	5
EASE OF USE:	5



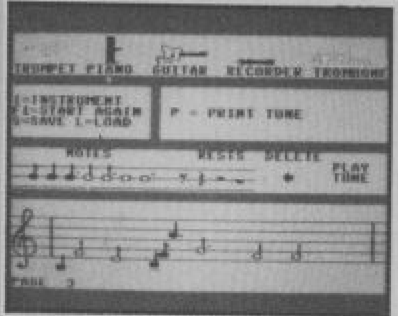
TITLE: Music Maker. Popular Classics
SUPPLIER: Commodore
PRICE: £29.95, £9.99

This is a synthesiser/sequencer package with the added feature of a real music overlay keyboard. This is rather poor quality plastic, and too small to be truly useful, but it's certainly better than trying to use a Qwerty keyboard. The synthesiser allows either mono or polyphonic play and even has a very basic pitch blend, but it is fairly limited. There are three preset rhythms and the user can create their own sequences (up to 256 notes) to play with.

STAVE NOTATION:	No
ENTER MUSIC:	No
PLAY MUSIC:	Yes
ALTER RHYTHM:	No
SAVE TO TAPE/: DISK	Yes
PRINTER:	No
TEMPO CHANGE:	No
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	256 note sequence
DEFINE ENVELOPES:	Yes
GRAPHICS:	6
EASE OF USE:	6

You may also be interested to hear that Commodore are producing a "play along" series, the first of which, Popular Classics, is now available. This series allows you to use either the normal keyboard or the keyboard overlay to play along to well-known tunes. Having listened to the tune in full, it's your turn to carry the melody. Options include hitting any key for next note (shown graphically on a screen keyboard), hitting the correct note and playing the correct note without graphical aid, all at various speeds. There are also facilities for a midi interface.

At £29.95 I'm afraid it's not very good value.



TITLE: Making Music with Mistertronic
SUPPLIER: Mastertronic
PRICE: £1.99

Certainly not a very sophisticated piece of programming, but sufficient for some and, at only £1.99, who can complain.

This menu-driven program (keyboard or joystick) allows the user to enter a single part harmony onto the treble clef of a normal music stave. There are no bar lines, time signatures or even key signatures (no sharps ar flats). Speed of movement on the menus is slow, but adequate. Another major drawback is that the user can only delete the last note of the tune, so mistakes can be costly, making the program difficult to use for composing.

STAVE NOTATION:	Yes, but not fully
ENTER MUSIC:	Yes
PLAY MUSIC:	No
ALTER RHYTHM:	No
SAVE TO TAPE/: DISK	Yes
PRINTER:	Yes
TEMPO CHANGE:	No
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	? (7 pages)
DEFINE ENVELOPES:	No — five preset instruments, but only one instrument can play the tune
GRAPHICS:	7
EASE OF USE:	8 — there's not really much to it!

TITLE: Music Master
SUPPLIER: Supersoft
PRICE: £19.95 (disc), £17.95 (cassette)

This is another synthesiser/sequencer package. Many features include voice tuning and modifying, and setting up background music. Voices two and three each have a choice of 17 preset rhythms and bass lines which can be combined and mixed. When using the music screen, music played on the keyboard is recorded and displayed (not in music notation) at the top of the screen. This can later be replayed and manually edited to correct it.

One feature of this program, which is likely to appeal to a number of people, is a section detailing how to make use of some of the facilities provided to play music in your own BASIC programs.

STAVE NOTATION:	No
ENTER MUSIC:	No
PLAY MUSIC:	Yes
ALTER RHYTHM:	Yes
SAVE TO TAPE/: DISK	Yes
PRINTER:	No
TEMPO CHANGE:	Yes
KEY SIGNATURE:	No
TIME SIGNATURE:	No
TRANSPOSE:	No
STORAGE:	?
DEFINE ENVELOPES:	Yes, and presets
GRAPHICS:	6
EASE OF USE:	6

To make your choice slightly easier, we've tabulated the basic features of each package. The meaning of these features is as follows:

STAVE NOTATION: Does the program show the entered tune in proper musical stave notation, use bars, treble and bass clefs, and so on?

ENTER MUSIC: Can music be entered directly, one note at a time onto a musical stave?

PLAY MUSIC: Is it possible to record music by "playing" the Qwerty keyboard? The advantage of this method is directly proportional to your dexterity on the keyboard!

ALTER RHYTHM: If you can "play music", can you subsequently edit (and correct) the timing of each note, say, by tapping the rhythm on a single key?

SAVE TO TAPE/DISK: Can the tune data be saved to tape or disc for loading at a later date?

PRINTER: Does the program have facilities to print out the tune data? This will usually only be relevant on packages with stave notation.

TEMPO CHANGE: Can the speed of playback be changed? In other words, can you change your peaceful ballad to allegro at the touch of a button?!

KEY SIGNATURE: Is it possible to define the key (eg. C major) in which a tune will be played?

TIME SIGNATURE: Can the time signature be specified?

TRANSPOSE: Does the package allow tunes to be transposed? Transposing a tune changes the key signature.

STORAGE: How large a tune(s) can the system handle?

DEFINE ENVELOPES: Can pitch/amplitude envelopes be altered? Envelopes define the type of sound that a note will produce (eg. piano-type or guitar-like). This feature does not apply on the Spectrum.

Finally, we have given a score (out of ten) for the GRAPHICS and EASE OF USE of each program.

Though these comparisons should prove useful in helping you decide which program is best for your own needs, always bear in mind what you intend to use the program for. Also, don't use the tables to compare different micros. For instance, the BBC and Commodore programs are not only dealing with better sound chips than the Spectrum, but tend to be far superior programs.



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BBC owners rejoice. Friends of BBC owners, buy some earplugs. The amazing routine given below will allow you to use your BBC micro to play your favourite pieces of music. Not only that, but it will continue to play the music whilst you write your programs, edit your programs, save and load with tape or disc, even run your programs. There's not a lot that'll stop it, so make sure you choose a piece of music that you like!

The whole routine works by calling the machine code routine (given in assembly language, lines 260 to 730) every time the Vertical Sync event is activated (ie. 50 times a second). This routine looks at the sound channel buffers to see if there is room to place another sound command. If there is, then it retrieves the appropriate pitch and duration values from memory, and places them into the buffer.

The *FX200,3 command disables the Escape key and clears memory on Break. Changing this to *FX200,1 will leave the Escape key disabled (a good idea because it can throw the music out of sync) but re-enable the normal Break effect.

Each of the three channels implemented (one to three) use the corresponding envelope, as set up in lines 20 to 40, so feel free to change these as much as you like. The only other sound commands in BASIC are those on lines 170 to 190. These just "play" a silent note at the start of the piece. This gives the event routine time to fill all three buffers. The way the routine works, the channel one buffer is initially completely filled before channel two, and so on. So, without these silent notes, channel two would begin fractionally late, leaving the whole tune out of sync.

The pitch and duration data and the machine code routine are placed in successive memory locations, beginning at "nbyte", which in the present program are set to &7000. This assumes that you're using a Mode 7 (Teletext) screen, otherwise you would overwrite the machine code. Any free memory is sufficient and the assembly language code is completely relocatable, so move it to wherever suits your particular application. At present the data and machine code require just over 520 bytes, so "nbyte = &900" might be a good location.

Entering your own tunes is easy. Just alter the data starting at line 940. This is set out in the following manner:

DATA Duration data for Channel One ,0,999
DATA Pitch data for Channel One ,0,999
DATA Duration data for Channel Two ,0,999
DATA Pitch data for Channel Two ,0,999
DATA Duration data for Channel Three ,0,999
DATA Pitch data for Channel Three ,0,999

Always remember to end each set of data with a zero followed by 999. The zero in the duration data tells the machine code routine that it needs to loop back to the beginning and the 999 tells the BASIC read loop to end. If you want to enter rest periods during a particular tune, just enter the duration in the duration data and zero in the pitch data. The machine code takes care of the rest.

Hopefully you won't have any problems with this routine, but it is a good idea to save it before running. If you have made a mistake, you don't want the machine code running wild and overwriting all your careful typing!

```
   10 *FX200,3
   20 ENVELOPE1,1,0,0,0,1,1,1,100,-1,0,-1,126,90
   30 ENVELOPE2,1,0,0,0,1,0,0,126,-4,-1,-6,126,100
   40 ENVELOPE3,0,0,0,1,1,1,1,126,0,0,0,126,126
   50 *FX211,0
   60 *FX213,1
   70 nbyte=&7000
   80 PROCget_data
   90 count1=nbyte:count2=nbyte+1
  100 count3=nbyte+2:buff=nbyte+3
  110 FORI%=nbyte TO nbyte+10:?I%=0:NEXT
  120 code=nbyte+11
  130 PROCassemble
  140 ?&220=code MOD 256
  150 ?&221=code DIV 256
  160 *FX15
  170 SOUND &201,0,0,20
  180 SOUND &202,0,0,20
  190 SOUND &203,0,0,20
  200 *FX14,4
  210 END
  220 :
  230 DEF PROCassemble
  240 FOR I% = 0 TO 2 STEP 2
  250 P%=code
  260 [OPT I%
  270 .event    PHP : PHA
  280           TXA : PHA
  290           TYA : PHA
  300           JSR music1
  310           PLA : TAY
  320           PLA : TAX
  330           PLA : PLP
  340           RTS
  350 .music1   LDX #&FA : LDY #&FF
  360           LDA #&80 : JSR &FFF4
  370           TXA : BEQ music2
  380           LDX count1 : INC count1
  390           LDY dur1,X : BEQ reset1
  400           LDA pitch1,X : TAX
  410           LDA #1 : JMP sound
  420 .reset1   LDA #0 : STA count1
  430           RTS
  440 .music2   LDX #&F9 : LDY #&FF
  450           LDA #&80 : JSR &FFF4
  460           TXA : BEQ music3
  470           LDX count2 : INC count2
  480           LDY dur2,X : BEQ reset2
  490           LDA pitch2,X : TAX
  500           LDA #2 : JMP sound
  510 .reset2   LDA #0 : STA count2
  520           RTS
  530 .music3   LDX #&F8 : LDY #&FF
  540           LDA #&80 : JSR &FFF4
  550           TXA : BEQ nomusic
  560           LDX count3 : INC count3
  570           LDY dur3,X : BEQ reset3
  580           LDA pitch3,X : TAX
  590           LDA #3 : JMP sound
  600 .reset3   LDA #0 : STA count3
  610           RTS
  620 .nomusic RTS
  630 .sound    STA buff+0 : STA buff+2
  640           TYA : STA buff+6
  650           TXA : STA buff+4
  660           BNE noise
  670           LDA #0 : STA buff+2
  680 .noise    LDA #0 : STA buff+1
  690           STA buff+3 : STA buff+5
  700           STA buff+7
  710           LDX #buff MOD 256
  720           LDY #buff DIV 256
  730           LDA #7 : JSR &FFF1
  740           RTS
  750 ]
  760 NEXT
  770 ENDPROC
  780 :
  790 DEF PROCget_data
  800 dur1=nbyte:nbyte=FNread_data(nbyte)
  810 pitch1=nbyte:nbyte=FNread_data(nbyte)
  820 dur2=nbyte:nbyte=FNread_data(nbyte)
  830 pitch2=nbyte:nbyte=FNread_data(nbyte)
  840 dur3=nbyte:nbyte=FNread_data(nbyte)
  850 pitch3=nbyte:nbyte=FNread_data(nbyte)
  860 ENDPROC
  870 :
  880 DEF FNread_data(num%)
  890 REPEAT
  900 READ value
  910 IF value=999 THEN =num%
  920 ?num%=value
  930 num%=num%+1
  940 UNTIL FALSE
  950 :
  960 DATA 3,3,3,3,6,3,6,3,18,3,3,3,3,3,3,6,3,6,18
  970 DATA 3,3,3,6,3,6,3,21,3,3,3,3,3,6,3,3,3,18
  980 DATA 3,3,3,6,3,6,3,18,3,3,3,3,3,3,6,3,6,18
  990 DATA 3,3,3,3,3,6,3,3,3,3,3,3,6,3,3,3,3,3,3,6,3,6,15
 1000 DATA 0,999
 1010 DATA 0,61,65,69,101,69,101,69,101,101,109,113,117,101,109,117,97,109,101
 1020 DATA 61,65,69,101,69,101,69,101,89,81,77,89,101,117,109,101,89,109
 1030 DATA 61,65,69,101,69,101,69,101,101,109,113,117,101,109,117,97,109,101
 1040 DATA 101,109,117,101,109,117,101,109,101,117,101,109,117,101,109,101,117,101,109,117,97,109,101
 1050 DATA 0,999
 1060 DATA 9,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6
 1070 DATA 6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6
 1080 DATA 6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6
 1090 DATA 6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,3
 1100 DATA 0,999
 1110 DATA 0,5,33,5,33,25,5,25,25,33,33,33,33,5,33,5
 1120 DATA 33,5,33,5,33,25,53,25,25,13,41,13,13,33,41,49
 1130 DATA 33,5,33,5,33,25,5,25,25,33,33,33,33,5,33,5
 1140 DATA 33,53,53,45,45,41,41,37,37,33,33,13,33,53,33,5
 1150 DATA 0,999
 1160 DATA 9,24,24,12,12,18,6,24,24,24,24
 1170 DATA 24,24,12,12,36,12,12,12,12,6,15
 1180 DATA 0,999
 1190 DATA 0,5,25,5,33,5,33,5,25,13,33
 1200 DATA 5,25,5,33,5,5,25,25,33,13,33,5
 1210 DATA 0,999
```

COMMODORE 64

by Robert Schitreen

Music and the Commodore 64 were made for each other. If you've never tried making music on your 64 then now's the chance to give it a try.

The listing will allow you to use the top row of the keyboard to produce notes. The whole of the top row is used, starting at the left arrow which gives a B. The number 1 will produce a C and the scale continues up the keys.

The duration of the note is set in a FOR/NEXT loop which turns it on when you press a key and turns it off after a set time. The time is set in line 55 to a value of 70. But you can change this if you wish. A smaller value will make a shorter warbling sound.

```
5 GOSUB 1000
10 POKE 54296,15
20 POKE 54277,9:POKE54276,17
40 A=PEEK(197)
50 POKE 54273,N(A):POKE54272,N1(A)
55 FOR X=1TO70:NEXT
60 POKE54276,8:POKE54276,0
80 GOTO 20
950 END
1000 DIM N(70)
1010 READ N(57),N(35),N(56),N(59),N(8),N
(11),N(16),N(19),N(24),N(27),N(32)
1015 READ N(40),N(43),N(48),N(51),N(0)
1020 DIM N1(70)
1027 READN1(57),N1(40),N1(43),N1(48),N1(
51),N1(0)
1030 READ    N1(35),N1(56),N1(59),N1(8),N
1(11),N1(16),N1(19),N1(24),N1(27),N1(32)
1040 DATA16,43,16,19,21,22,25,28,32,34,3
8,45,51,57,64,68
1050 DATA47,52,37,63,154,227,177,214,94,
175,126,198,97,172,188,149
```

```
1500 PRINTCHR$(147)
1510 PRINT"                    MUSIC - 64"
1520 PRINT"                    .........."
1530 PRINT:PRINT
1540 PRINT"THE TOP ROW OF THE KEYBOARD W
ILL"
1550 PRINT"PLAY LIKE A PIANO KEYBOARD.
THE"
1560 PRINT"  KEYS ARE ARRANGED AS FOLLOW
S"
1565 PRINT
1570 PRINT"     1 2 3 4 5 6 7 8 9 0"
1580 PRINT"     C D E F G A B C D E"
1585 PRINT
1590 PRINT"THE OTHER KEYS ON THE TOP ROW
 WILL"
1600 PRINT"PLAY THE NOTES EITHER SIDE OF
 THIS"
1610 PRINT"SCALE."
2000 RETURN

READY.
```

VIC

by Robert Schitreen

This program makes use of just one of the Vic's sound channels. It allows you to play a tune using the top row of the keyboard. All the keys on the top row may be used.

The first key (left arrow) has a tone of C and the following notes go up in steps of a whole tone. There is no facility for producing semitones in this version.

The duration of the note is shown on the screen and can be moved up or down by pressing the Z and X Keys.

```
5 GOSUB 7000
10 GOSUB 1000
12 GOTO 3040
15 LETX=PEEK(197):IFX=64THEN15
17 IF X<9 OR (X>55 AND X<63) THEN 20
18 GOTO 3000
20 POKE 36878,15
30 POKE 36876,N(X)
40 FORD=1TONL:NEXT
45 POKE36878,0
50 GOTO 15
1000 REM READ NOTES
1010 DIM N(62)
1020 FORX=0TO8
1030 READN(X)
1040 NEXT
1050 FORX=56TO62
1060 READN(X)
1070 NEXT
1080 DATA147,163,183,195,207,215,223,228
,135
1090 DATA 159,175,191,201,209,219,225
1500 PRINTCHR$(147)
2500 RETURN
```

```
3000 REM TESTS
3010 IF X=15 THEN POKE 36878,0:POKE198,0
:PRINT"♥":END
3020 IF X=33 AND NL<>0THEN NL=NL-10
3030 IF X=26 THEN NL=NL+10
3040 PRINT"♥"
3045 PRINT
3050 PRINT"  RETURN - QUIT"
3055 PRINT
3060 PRINT"  Z / X  - ALTER NOTE"
3065 PRINT:PRINT:PRINT
3100 PRINT"   NOTE LENGTH= ";NL
3200 PRINT:PRINT
3250 PRINT"PRESS TOP ROW TO PLAY"
4000 FOR D=1TO150:NEXT
5000 GOTO 15
7000 REM INSTRUCTIONS
7200 PRINT"♥"
7500 PRINT"      VIC SYNTH"
7505 PRINT
7510 PRINT"THIS PROGRAM ALLOWS"
7520 PRINT"YOU TO PLAY YOUR VIC"
7530 PRINT"KEYBOARD LIKE AN"
7540 PRINT"ORGAN."
7542 PRINT
7545 PRINT"USE ALL THE KEYS ON"
7550 PRINT"THE TOP ROW."
7555 PRINT
7560 PRINT"'+' IS A 'C'"
7580 PRINT
7600 PRINT"PRESS RETURN TO QUIT."
7650 PRINT
7700 PRINT"THE LENGTH OF THE"
7800 PRINT"NOTE IS ALTERED BY"
7900 PRINT"PRESSING 'Z' AND 'X'."
8500 PRINT:PRINT
8800 PRINT"    PRESS ANY KEY."
8900 IFPEEK(197)=64THEN8900
9000 RETURN

READY.
```

SPECTRAPHONE

Spectrum

by Robert Schifreen

This program allows you to play tunes "live" on your Spectrum. They can be recorded by linking the output of the computer's earsocket to the mike of the tape recorder. Alternatively, you can hold a microphone close to the machine.

Type RUN and the instructions will be displayed. The top row of keys are the actual notes, starting from C.

Originally the bottom note is middle C, but the whole row can be shifted up or down by one octave (seven notes) by pressing the C and V keys. The current octave chosen will be on the screen, where 0 is the starting positiion. Positive numbers are higher octaves and negative numbers are lower ones.

The duration of the note is also printed on the screen during use. It starts off at 0.1 seconds. Pressing the Z and X keys will halve or double it.

```
10 REM music
20 REM c and vg April '84©
22 GO SUB 5000
30 REM
31 POKE 23561,3
32 POKE 23562,1
33 LET o=0
34 LET sf=1
35 DIM n(10)
37 LET d=.1
40 FOR x=1 TO 10
50 READ n(x)
60 NEXT x
65 GO TO 1018
70 DATA 16,0,2,4,5,7,9,11,12,1
4
80 PAUSE 0: LET a$=INKEY$
82 IF a$<"0" OR a$>"9" THEN GO
TO 1000
85 LET a=CODE a$-47
90 BEEP d,n(a)+o+sf-1
92 LET sf=1
95 POKE 23692,20
100 GO TO 80
200 STOP
1000 IF a$="z" THEN LET d=d/2
1005 IF a$="q" THEN POKE 23561,3
5: POKE 23562,5: STOP
1010 IF a$="x" THEN LET d=d+d
1012 IF a$="c" THEN LET o=o-12
1013 IF a$="v" THEN LET o=o+12
1014 IF a$="s" THEN LET sf=2
1016 IF a$="f" THEN LET sf=0
1018 PRINT AT 10,10;"
"
1020 PRINT AT 10,10;"dur= ";d
1025 PRINT AT 8,10;"           "
1030 PRINT AT 8,10;"oct= ";INT (
o/12)
2000 GO TO 80
5000 REM instr
5010 PRINT "          MUSIC PROGR
AM"
5020 PRINT "          ...........
.."
5025 PRINT
5030 PRINT "This program enables
 you to play"
5040 PRINT "simple tunes. The le
ngth of"
5050 PRINT "the note is variable
, as is"
5060 PRINT "the octave."
5215 PRINT
5260 PRINT "z - halve duration"
5270 PRINT "x - double it"
5280 PRINT "c - down 1 octave"
5290 PRINT "v - up 1 octave"
5300 PRINT "q - quit program"
5310 PRINT "s - sharpen next not
es"
5320 PRINT "f - flatten next not
e"
5400 PRINT
5500 PRINT "top row of keys is t
he notes"
5510 PRINT "starting at C"
5600 PRINT
6000 PRINT "   press any key to
start": PAUSE 0: CLS : RETURN
7000 RETURN
```

ATARI

by Justin Whittaker

This program will turn your Atari home computer into a simple digital synthesiser. This is achieved by using a feature of the in-built "POKEY" sound chip which allows us to move a loud speaker from fully-out to fully-in — sixteen positions in all.

A machine code subroutine attached to a Basic program will move the television speaker at a fast enough rate to produce a waveform which is audible to the human ear as sound.

A sound is simply a movement of air which strikes the eardrum. Different sounds are distinguished from each other by the shape of the airwave. The program will allow you to define the shape of a waveform, which you then play on the keyboard of your computer. Tunes can be played once you get the hang of the layout, which is the same as a piano keyboard.

Before you run the program, I suggest that you save it, just in case you have wrongly typed in the DATA statements, which will cause the computer to lock up.

```
10 REM WAVEFORM SYNTHESISER
20 REM (c) Justin Whittaker 1984
30 DIM ANSWER$(1)
40 POKE 752,1:POKE 710,34:POKE 712,36:?
CHR$(125)
50 REM Poke machine code into page 6
60 FOR A=1536 TO 1669
70 READ OPCODE
80 POKE A,OPCODE
90 NEXT A:POKE 764,255
100 ? "Do you want to play OLD waveform
":INPUT ANSWER$
110 IF ANSWER$="Y" THEN 160
120 FOR A=0 TO 29:POKE 702,64:POKE 694,0
130 TRAP 280:PRINT "Enter speaker positi
on number ";A+1
140 INPUT B:IF B<>INT(B) OR B<0 OR B>15
THEN 280
150 POKE 1670+A,B:NEXT A
160 PRINT "Do you want distortion added"
170 INPUT ANSWER$
180 IF ANSWER$<>"Y" THEN A=USR(1536)
190 A=USR(1541)
200 REM Machine code data:
210 DATA 169,0,141,14,212,169,0,141,0,21
2,141,0,210,141,1,210,141,14,210,169,3,1
41,15,210
220 DATA 162,0,189,134,6,24,105,16,141,1
,210,172,9,210,185,71,6,56,233,5
230 DATA 168,136,208,253,232,224,30,208,
229,173,15,210,201,255,208,7,169,0,141,1
240 DATA 210,240,242,162,0,240,211
250 DATA 114,136,102,0,0,0,0,0,35,0,31,4
5,0,40,29,0,182,0,193,0,0,162
260 DATA 217,243,0,0;68,50,0,57,76,85,12
1,0,108,144,0,128,96,91,60,0,64,47,0,53
270 DATA 72,81,37,0,33,0,0,42,0,0,0,153,
204,0,0,173,230
280 ? " ERROR ON INPUT. Try again "
290 GOTO 130
300 REM Remember to save before running!
```

CREATING ADVENTURES ON YOUR BBC MICRO

By Peter Shaw and Stuart McCrae, Interface Publications, £5.95

This book opens with a chapter entitled *What is an Adventure?* which confines itself to a discussion of D&D-type games. No attempt is made to describe the historical development of computer Adventure games which are much more varied than pure D&D, and in no way does justice to the concept of the Adventure format as a vehicle for interactive fiction.

The type of Adventure program described is quite limited, being confined to movement in compass directions, objects and monsters. The programming tutorial starts by explaining how to create a logical and consistent "adventure map" by use of a two-dimension numeric array. This is followed by a chat about the need to create the historical background to the Adventure.

I must admit that I have long scorned detailed backgrounds to Adventures, being heavily suspicious that they are contrived only to colour an otherwise pretty drab and unbelievable game.

Next follows a chapter on processing input commands and the author's pre-occupation with the Spectrum shows through in his reference to "string slicing". This, plus other chapters on picking up and dropping things and adding graphics and further vocabulary, all contain program listing examples.

There follows a complete mini-adventure written in the format described. The remaining 60 of the 120 odd pages in the book contain program listings for seven other Adventures, written in a different format by various other authors.

Both the title and the authors' introduction give the impression that this book will teach you how to write a complex Adventure program.

Whilst it is true that if you have never given any thought to how such a program works you will get a few ideas from reading the book, it is also probably true that you'd be better off without them!

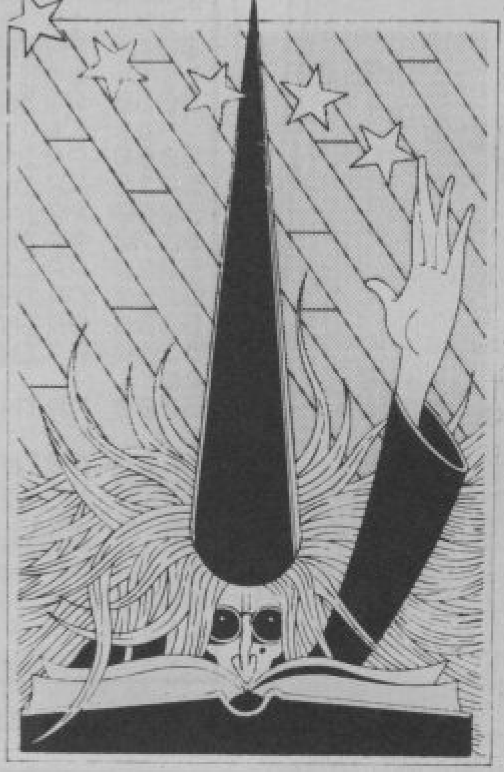
The main array controlling the map holds fairly small whole numbers and the omission of using and explaining integer precision for this and other variables is unforgivable in a book teaching a programming technique. The use of integer precision, where practicable, is a major factor in reducing response time and memory used (a must for the small memory BBC).

At the end of the listing of the author's own Adventure follows a paragraph announcing, out of the blue, that the program was built around an adjective routine. This completely lost me, since no adjective was mentioned, and the discussion seemed to centre on stripping off the indefinite article from an input.

All in all, I do not find much to recommend the book and, at £5.95, do not feel it is very good value. In view of the programming techniques advocated and apparent in the listings, I would disagree with the description of the authors on the back cover as "expert adventure programmers". For real expertise, Peter Killworth's *How to write Adventure Games* at the same price, leaves this book standing.

Keith Campbell

•REVIEWS•



SHADES

Durell Software describe their game *Shades* as "a fully animated 3D Adventure for one to four players extending over 64 colourful locations." The cassette inlay tells you that your aim is to rid Arulan of the evil curse of Shades.

You must travel around Arulan killing monsters to find the cause of evil, then eventually you may be able to destroy the evil force.

This did sound rather fun — I haven't had the chance to go monster bashing since we did it for real earlier in the year!

Since my family have enough trouble with *Pole Position,* I decided to go for the one-player option when asked by my Commodore. I then entered my character's name and skill level (I chose the easiest!)

The program started to load in the main data and I had a short snooze — yes, this game had a slow fast-loader! After an age the game commenced and there was the Pink Fairy in living colour (well, almost!)

The game shows everything in graphic detail which looked quite pretty at the start. As I got into the game, however, I felt that they did not add anything and seemed so pathetic as to be almost funny.

The character controlled by the player is very poorly shown on the screen and trying to control its movements is very difficult, as the responses are so slow. Overall, this makes it a very hard game to play.

There are various commands which can be accessed by single keystroke — E for Examine and P for Plead, for example — very advanced stuff! There are also various objects and traps to help or hinder.

Shades did not in any way hold my interest and I decided that, as far as I was concerned, playing it had been a complete waste of time and effort.

Personal Rating: 0

Simon Marsh

BEATLE QUEST

Unlike the author of this game, Gary Marsh (no relation!,) I am not a fan of the *Beatles,* being more at home with the likes of *Iron Maiden.* Therefore, when I read the instructions which said "... bear in mind that *Beatle Quest* is based on *Beatles* lyrics and wherever possible the storylines have been followed ...", I had a feeling that I would have problems getting to grips with the game.

The accompanying booklet sets the scene for your journey into *Beatle Quest.* The year is 2953 and everything is sedate and peaceful. It is also very boring. You are "keeper of the archives" — the whole history of the earth. In your work you stumble across the four kings of Emi, the *Beatles.* Mesmerised by the lyrics found in the ballads, you take all known information about the "Four Kings" to the pleasure dome, where feeding the information into the data banks creates a world inside your mind.

Very far fetched — those purple power pills must have affected Mr Marsh's sense of reality!

The game starts in a bedsit circa 1969. On exploring, you find a test tube, a book and, inside a telephone, an innocent looking sugar lump. Upon eating the sugar, the game responds "Wow ... psychedelic man."

The most distasteful part of the *Beatles* era was the drug-taking and, with the current nationwide problem with drug addiction, I find this abhorrent. It is a very sick way of introducing humour into the game.

Once outside the bedsit, you find yourself on a street leading east to west. You feel sure you are being followed and a few moves later you are dead. "Bang bang, Maxwell's silver hammer comes down on your head.
"Bang bang, Maxwell's silver hammer makes sure you are dead."



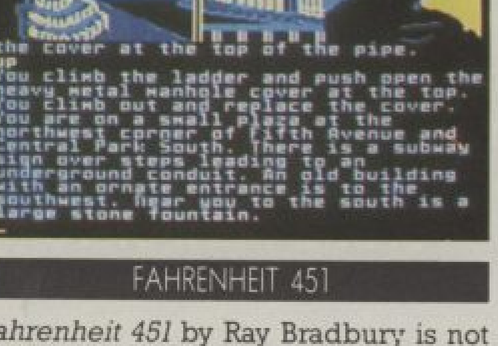
An Andrew Spencer / Elite Joint Production
Previously available only from Commodore U.K. for the CBM64, the author Adrian Spencer and Elite now combine to bring you the 'spectacular'
COMING SOON
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GAME FEATURES
• Furious non-stop action with one or two-player feature.
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• Nine fierce skill levels from the utterly pathetic to the Harlem Globetrotter.
• Three fiery opponents with unique 'intelligent player' characteristics.
• Multisection game, with end-of-match presentation sequence.
• Sequel to immensely successful 'International Soccer'.
FLYERS
8
CBM64 SCREEN SHOT
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Every single 'Elite' product carries the unique 'Elite' Holographic Sticker. Make sure your copy does. It's your guarantee of quality.
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It seemed impossible to escape this fate (although no doubt it wasn't) so that is where I decided to leave this dreadful game.

Don't expect any music in this game for it is completely silent. Maybe this is due to copyright, or because it is *Quilled* — either way it is incredible that a game with the *Beatles* as its subject should have no music, especially on a computer like the Commodore 64!

Personal Rating: 0

Simon Marsh



FAHRENHEIT 451

Fahrenheit 451 by Ray Bradbury is not a recent book (first published in Great Britain in 1954), nor is it one of my favourites. In fact, many years ago when I first attempted to read it, I found it very heavy going.

However, as I had a copy of the Adventure game of the same name sitting on the shelf, I thought it was about time I had another try. The story still didn't really hold my interest but I persevered, hopeful that I would enjoy the game all the more for doing so.

The story centres around Guy Montag, a fireman in an era when fires are started by the fire brigade, rather than extinguished. The objective of these fires is to rid the world of books which are illegal. Many a citizen caught with one in his possession had lost not only his rare and treasured book, but also his home and often his life, at the hands of the firemen.

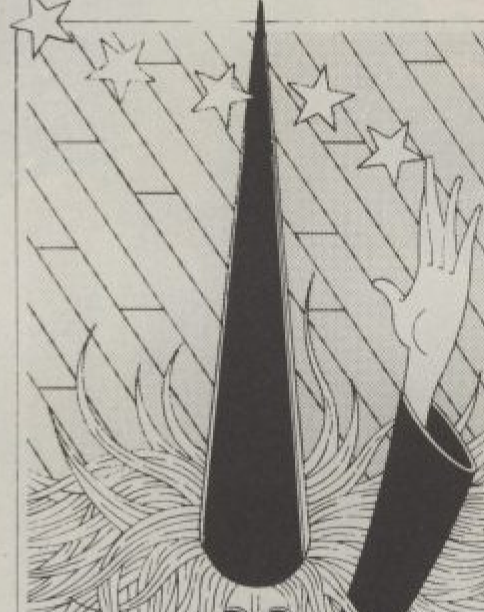
The main pre-occupation of the populace is to participate in an interactive form of television, whose screens cover all four walls of a room, and they have little interest in literature which is considered subversive. Guy's wife is hooked on this medium and takes an interest in nothing else. So meanwhile, Guy meets up with a girl called Clarissa who has the profound effect of showing him the error of society's ways and inspiring him to become a member of the underground movement who keep and cherish books.

All the time he is under the threat from mechanical hounds who recognise and relentlessly pursue a subversive by sniffing out his unique chemical "index" which is registered on a master file. Once trapped, it's not a fierce canine bite that stops a victim, but a deadly hypodermic ejected from the hounds' jaws.

The game starts in New York's Central Park with the sound of mechanical hounds none too far away. As Guy Montag, you must flee and to survive you need help from members of the underground. Every way you run seems to lead you straight to the hounds. But would you believe that you find yourself standing beside a pile of dead leaves? Guess what lies under it!

With little more ado, I had the grating up and was down below ground, to emerge near a fountain on Fifth Avenue. This is where a good geographical knowledge of New York would have been handy, as before long a complete stranger had sidled up to me and suggested I make my way to E48-49 and utter a somewhat meaningless phrase. My being on W57-58 suggested the journey should not be too difficult, but strolling around to get my bearings gave the hounds a field day and kept the drive of my Commodore constantly spinning!

•REVIEWS•



Little by little, replay by replay, I managed to explore more of New York, entering buildings and subways, until I found the use for a key object. Then things began to fall into place!

It was when I failed to make the nurse in the hospital understand what I was telling her that I decided perhaps the instruction book might be worth a browse. Indeed it was — in fact it is essential reading if you are to get the most out of the game. Within no time I had discovered at what times the hounds patrolled Fifth Avenue and how to tell the time!

That doesn't mean the hounds did not remain a constant threat, for it takes a bit of planning and some luck to keep out of their way, even when you know they're coming!

Life in the underground is quite exciting when you know the secret signs and can converse in the right lingo. Being bookworms, the underground use literary quotations as recognition passwords. So I found myself on the platform of a subway station saying to a maintenance worker wielding a pneumatic drill: "Rise up, my love, my fair one, and come away." Nothing special happened, as they say, which on reflection, was probably just as well. So off I went to find another little known phrase or saying . . .

Fahrenheit 451, the game, is far more enjoyable than *Fahrenheit 451*, the book — I think so anyway. Like the book, it takes quite a bit of getting into but it is more rewarding. Once you have mastered the art of going about things as a member of the underground, there are all sorts of surprises in store for you.

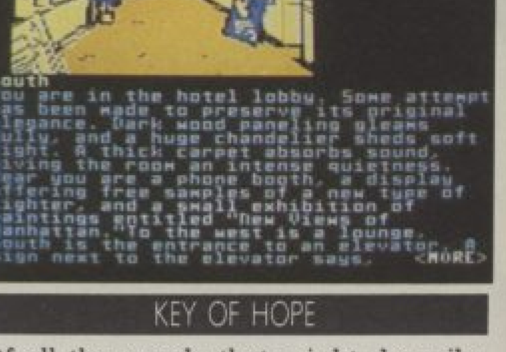
The trouble that plagues this game, like all others on the Commodore that read from disc constantly, is its dreadfully slow speed. Against that, the game is big — two double sided discs — with graphics at most locations. Some special commands are available to help you, such as LOCATION which tells you your New York street coordinates. Once you get the hang of this one and realise that the roadway counts as one location between each sidewalk, navigation is fairly easy.

There are plenty of buildings to enter and people to meet — are they friend or foe? You have to decide whether to risk showing them "the sign" — for firemen themselves are beginning to recognise it! Can the Phantasyphones be believed when they hint that Clarissa is still alive? If their message is not just fantasy, will you ever be able to find her?

Fahrenheit 451 is an excellent game and is available on disc only for the Commodore 64 and Apple II at £19.95. It is one of the Telarium (ex Trillium) series from Spinnaker Software.

Personal Rating: 8

Keith Campbell



KEY OF HOPE

Of all the words that might describe Games Workshop's *Key of Hope*, successor to their *Tower of Despair*, my choice is WEIRD.

As the game starts, you find yourself standing in the ruins of Castle Argent, the very same Argent from which you set forth on your first quest in *Tower*. I trust you have played *Tower*. You have? Good! So you know of the demon Lord Malnor!

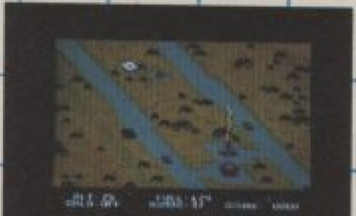
64

64



THE MAX CHATSWORTH LEGEND LIVES ON

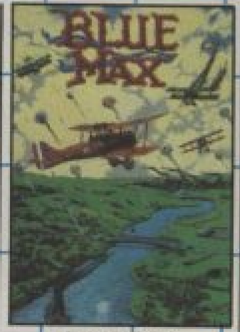
INTO THE 21ST CENTURY....



CASSETTE £9.95

DISK £14.95

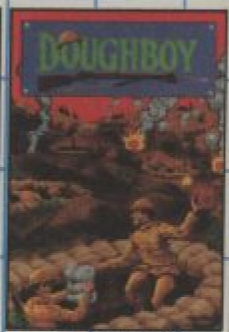
You are Max Chatsworth IX, a direct descendant of Max Chatsworth of BLUE MAX fame. You have lived and breathed his legend, and now fate calls upon you to fight an evil so foul that he could not even have imagined it.
The FURXX empire has extended its iron hand to Earthbase Gamma IV, and captured it. The inhabitants who were not killed in that struggle, were enslaved and sent to FURXX conversion processors to be drained of their life force, so that the FURXX TimeMasters could extend their own lifespans. Having effected an easy victory, the FURXX now intend to invade all earth colonies and finally capture the earth herself.
Your mission is to penetrate enemy defences, destroy their hoverfields, and finally destroy the symbol upon which the FURXX EMPIRE IS BUILT. And this must be accomplished IMMEDIATELY, for the fate of the world rests in your hand!



BLUE MAX



ZAXXON



DOUGHBOY

SENTINEL



FORT APOCALYPSE



QUASIMODO



U.S. GOLD All American Software

synsoft

U.S. Gold Limited, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.
Telephone: 021-359 8881. Telex: 337268.

Now that Malnor has returned, his essence has fused with that of his ages-old prison to give him horrendous new abilities which are slowly transforming the globe. The castle is now a ruin because the White Goddess has transported you forward in time and placed you in a new body so that you may help her in her age old battle with Malnor.

This Adventure is like *Tower of Despair* inasmuch as it has been written with the Quill and uses the same Gothic-style character set. But, unlike *Tower, Key of Hope* has graphics in some of the key locations and, by the look of them, they have been added using The Illustrator program.

Now to the weird part! In one respect it is totally unlike any Adventure I have played before. This is because of the way you move from location to location, or don't, as the case may be. The first time I played the game, it gave me the impression that it was vast. I began to feel like a hiker in a large galaxy! It was not until I tried dropping objects and moving off that I became aware that something very strange was going on! Whatever I decided to drop would follow me about until I hit one of the other main locations in the game! How this works seems to be that every key location in the game is surrounded by a number of other locations which act as a kind of buffer between the key places. By moving a certain number of times in any of these outer locations, you get deeper into the game.

It was for this reason that I found *Key of Hope* a lot more difficult to play. It is available for Spectrum 48k and comes from Games Workshop.

Personal Rating: 2

Paul Coppins

DEAD AT THE CONTROLS

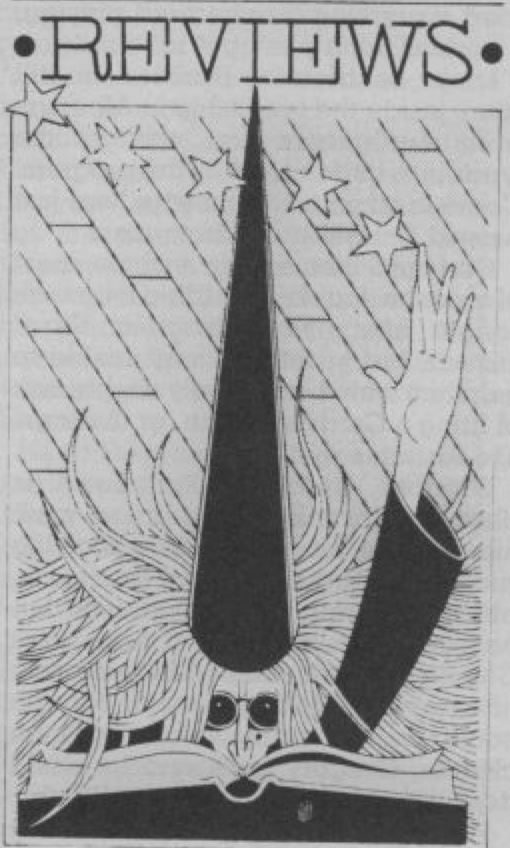
As the ex-captain of a colonising spaceship who deserts his crew when under attack, you parachute to the surface of a strange planet and find yourself in a forest, armed only with some venom. Your mission is to effect an escape or rescue.

This is the latest offering from Artic and comes with a very smart looking character set which, even though purely upper case, is easy to read. There are graphics too which are instant to display and nicely detailed. The picture for each location is shown only once unless recalled with LOOK. This does not mean each picture is used only once — in fact quite a number of pictures double up for similar locations.

The input is of the two-word only type and I have rarely found that this detracts from a game. Unfortunately, it is the responses to those inputs that let the game down. It is not the speed of the responses — that is instant — it is the contents. At best the replies offer the player little encouragement — at worst they are illogical. This is a pity, since it spoils an otherwise logical and interesting game.

As an example, if you should come across a calculator and examine it, you will be told there are four buttons. If you PRESS BUTTON or PRESS 1, you get the message: YOU CAN'T. This is because you first have to do something to the calculator to get any effect, but it implies that the action is a physical impossibility. YOU CAN'T is also the reply to a known verb and a rubbish noun. More careful use of such commands as NOTHING HAPPENS would have avoided this problem.

That aside, I found the game quite enjoyable. There is a variety of problems to solve and the game is designed in such a way that there is plenty of scope for exploration right from the beginning. This enables the player to get the feel for the game and form ideas on how to go about solving some of the problems, without coming up against a brick wall right near the beginning.



The game starts off in a forest and leads to a city with a large temple. A booklet picked up on the way tells about a Sinclair ZX Teleporter and finding and using the device is one of the keys to moving on to the complex of Hyperdomes at the planet's space station.

Dead At the Controls is for the 48k Spectrum from Artic, priced £6.95.

Personal Rating: 6

Keith Campbell

COLIN'S FANTASTIC VIDEO ADVENTURE

By Kenneth Oppel

Puffin — UK £1.25, Australia $3.50, N. Zealand $4.50

This is a story book — an Adventure about arcade games! Dad got me to review it as he said he couldn't bear to read such a book!

The story tells of Colin, a boy who dreams about being the champion at meteoroids — his favourite arcade game. Then something enables him to fulfill his dream. One day he goes home feeling rather depressed because his local arcade machine is out of order, when he hears voices coming from inside his shirt pocket. There he discovers two tiny men by the names of Snogel and Drogel.

I quite enjoyed reading this book, although I did not think it had a particularly good storyline to it. The idea itself is quite original, but I felt it should have been expanded.

The title does not refer to computer Adventures as in Scott Adams, but the original sort of Adventure. The language is easy and I feel the story is suitable for children of 10 or 11 years of age.

Veronica Campbell

THE HOBBIT — AGAIN????

Perhaps the world's most famous Adventure game, and certainly the most ubiquitous, is *The Hobbit*. No sooner does a new micro show signs of becoming popular, than there is a version of *The Hobbit* out for it!

But one new version is a cut above the rest and that is the disc-only *Hobbit* recently released for the Commdore 64.

Commodore Disc *Hobbit* has two copy-protected programs on side one of the disc, one being a back-up in the event of the other failing. During loading, a hi-res title picture is displayed to the tune (yes, there's music all the way!) of the march from *Aida*. *Aida?* Well, I suppose it's out of copyright . . .

Once loaded, the player has the option of playing with or without graphics. If NO graphics are selected, the disc can be removed from the drive and put away. Side two of the disc contains the new enhanced graphics and space for saved games. It is recommended that this is copied on to a back-up disc since, should it be damaged, you will not be able to play the graphics version. A utility, Melbourne Copy — is provided on the disc for this purpose.

Sound accompanies the game throughout, changing subtly from one theme to another, and on the whole is more in keeping with the story than the original excerpt from *Aida*. Going below into the goblin caves, where all was dark, produced some very eerie sounds and screeches and I really wished I could see what on earth was going on.

Congratulations to Melbourne House for at last being brave enough to bring out a disc version of a game that has been begging disc treatment from the beginning.

Keith Campbell



PAINFUL PROBLEMS

This is where the outstanding Adventure problems of the month get aired, in the hope that someone, somewhere, will know the answer. I never cease to be amazed by the helpfulness of readers who write in just to help out adventurers mentioned here. It is a very rare and difficult problem that doesn't move someone to send in a clue — and you never know who that someone might be!

Take Paul Clifford who was having a problem with *Spoof* a little while back. His plea was read and answered (see upside down section) by co-author of the game, Jon Slack. Jon adds his thanks to Paul for his comments about *Spoof* being "the funniest game ever" which he much appreciated. Thank you too, Jon, for taking time out to help someone in distress!

So, on with the problems! Stephen Trask has managed to reach Schloss Drakenfield in *Valkyrie 17,* and tells you how in the upside down clues.

But his curiosity is getting the better of him — he wants to know how to look over the high wall, or better still, to climb over it.

Who can get through the gate to Morona, by the pool in the Wiffy Mountains, and show D Garvie the way in *Bored of the Rings?*

Marc Wallage of Haverhill is hunting for silver in Curse of the Werewolf, and seems to be alone in his quest. Can anyone cross his palm?

Thanks to the many people who have come up with the answer to crossing the ocean in Commodore's *Quest.* One of these is G S Renaulta of King's College Hall, who has found a rather killing two-headed problem on the other side. Who can put their heads together on this one? Drinking the strength-giving water can be quite rewarding, says Mr Renaulta, for he has continued to do it until his strength points have reached the maximum of 255!

Richard Hayward wants to give the organ player in Williamsburg a music book he picked up in the music shop, but he can't get into the church. He's tried everything (has he tried praying, I wonder?) but can't get in.

Linda Baldrick of Basildon is still stuck inside the spaceship in *Message from Andromeda* and nothing she types in is understood by the program! Come in all you readers who have just passed O level in Andromedan!

Graham Sutton sent in a whole sheaf of clues on *Eureka,* including the much sought after "how to greet Nero" answer, but in return I was unable to help him with the relatively simple task of firing a Caribbean gun, or finding a use for a magnet.

Gregory Quinn of Portadown is playing *Subsunk* and is almost sunk himself by a blocked and overflowing sink. He's tried everything to clear it, but to no avail. However, things are considerably drier at Checkpoint Charlie, where a pile of dust is causing him to choke and splutter. If only he could find a battery for the vacuum cleaner, Gregory feels sure he could deal with it.

Perhaps the dust confronting Gregory is actually Mr R Butcher of Rochester. He turned into dust on entering the study in the Black Tower in *Kentilla* and has been that way ever since. He is still feeling very powdery, but seeks a better way out than being sucked up by Gregory's vacuum cleaner!

Talking of *Kentilla,* Sara Greenhough is breaking up! How in *Kentilla* can she get past the glowing wand without disintegrating, she asks?

Stefan Lehner of Hamburg and Ian Ellis of Bexleyheath ask: how do you get the Talisman in *Eureka* Roman and how do you get the golden eagle? Stefan reckons that the arcade games are great, if sometimes difficult to follow on his black and white TV! That's a little unusual, for quite a few other adventurers have written to complain that the arcade sections spoil their adventuring enjoyment. What do you think?

Meanwhile, for Stefan, Ian and any others searching for the golden eagle, the clue is printed upside down.

IT'S SHOWTIME AGAIN!

The PCW Show will soon be upon us again and this year it's a little earlier than usual. Once again the venue is Olympia, this time in the National Hall, and the show runs from the 4th September through to Sunday 8th September.

As you've probably guessed, the Adventure Helpline will be there complete with the Helpline Database running on a TRS-80, plus masses of hintsheets, maps and solutions to help us answer your Adventure problems.

Paul Coppins, Simon Marsh, Jim Douglas and myself will be on hand, so do come along and say hello to us and see if you can catch us out with a problem we can't answer! You probably will!

This year we will be on a much bigger stand devoted to a number of EMAP magazines, so watch out for us alongside *Sinclair User, Commodore User* — and other titles!

See you in September?

AND SO TO KINGS CROSS

"Out of memory" errors have been bugging *Sherlock* players recently, so I spoke to Alan Giles of Melbourne House for advice. "The problem is that every conversatiion is recorded in memory. The answer is to speak to characters as little as possible — only do so when it is necessary." Apparently, this advice also includes Watson who, claims Alan, is virtually useless in the game. This contrasts with Phillip Mitchell's comments on Watson (see March *C&VG*). Was Phillip bluffing?

So if you are frustrated by the whole thing, sit back and enjoy some entertainment at *Sherlock's* expense! Here's a *Sherlock* super-bug that I can vouch for and it's from Mark Renshaw of St Helens. It only works on the Spectrum, warns Mark, but it goes like this: take the cab to Kings Cross Road, get out, and tell the cabbie to follow you. Go to the nearest train and tell the cabbie to



climb into it. Then return to the cab, climb in and type LOOK. You may have to wait a while and repeat LOOK for something interesting to happen.

After trying this out, my inventory read: you are carrying your alibi, herself, innocent, the Old Mill Road, guilty, and an idiot!

I often wonder how people think of a series of unlikely commands that lead to weird things happening to a program — but a similar bug also cropped up when I was in a hurry for a train . . .

Is there or is there not an 11.15 train from Leatherhead to King's Cross? That is the question asked by Paul Wadsworth, an old friend of the Helpline, who has been trying in vain to catch that train ever since receiving a tip from me! To the two Cunningham brothers who solved the game, Paul says: "How come you're so brainy? How come you get an 11.15 train from Leatherhead to Kings Cross on Tuesday morning and I can't? Paul signs off vowing to play *Sherlock* a little longer, and then blow his brains out. "Well, they are no use to me, are they?"

Come, now, Paul, don't get all depressed! I can't catch the 11.15 train either! That is because the program keeps crashing before I can get into Tuesday! AND I'm keeping my mouth shut!

ADVENTURE CHAT

Castle of Terror is a rather strange and sinister game, I've always felt. This feeling was strengthened by a reader (Oops! I've lost his letter!) claiming that there are two identical mills. So I reloaded the game to try out the theory. The routes to the mill(s) are confusing, but the only evidence of two mills I could find was the inexplicable absence of anything in the barrel going one way, but an object there going another way. Yet there can't be two mills, since there is only one rung for the taking! Can there?

Over the years I have avidly collected clues and, as well as the Helpline Database, I've a substantial folder stuffed full of hint sheets, maps and solutions sent in by readers. One sheet is from a reader way back before the Helpline came into being which gives all the commands for *Ship of Doom*. And yet . . . it doesn't seem to be working these days! I suspect I have been at cross purposes with Commodore players and Robert Perks of Stechford in particular. I am rapidly coming to the conclusion that the game has undergone some major surgery on its way from the Spectrum, but have not come across the Commodore version. Is there anyone out there who has played both versions who can "point a sonic" in my direction?

Mario Faraone is an Italian student of languages at the University of Rome. "Every summer I come to England to study your language and since two years I've begun to play Adventures. But during the year I don't keep myself up to date with them because there is not an Adventure trade market in Italy (they only like those "blast them up" games!!!)" says Mario.

Mario, was having problems with *Lords of Time* and *Colditz*, but didn't seem to be having a great deal more trouble than anyone else. However, he says that the difficulty in playing Adventures in English is in the problem of construction of the language, sayings, etc.

I'm hoping I might meet Mario over an Adventure game during the summer and will let you know just how he goes about solving Adventures in a foreign language! Meanwhile, he sent in some tips on *Mindbender* which are printed in the upside down section.

Colin Bristow of Banbury wrote to say "I think I have found the best response to an input on an Adventure. The Adventure is called *Quest for the Holy Grail*. If, in the first room, you type TAKE CND, because there is a CND supporter in the room, it says WHO WANTS ONE? Funny, eh?"

Sorry, Colin, but it didn't raise a smile on my face. I find it rather sad that sincere people whose aim is the abolition of horrific weapons of destruction should be ridiculed in this way, whether one agrees with their views or not.

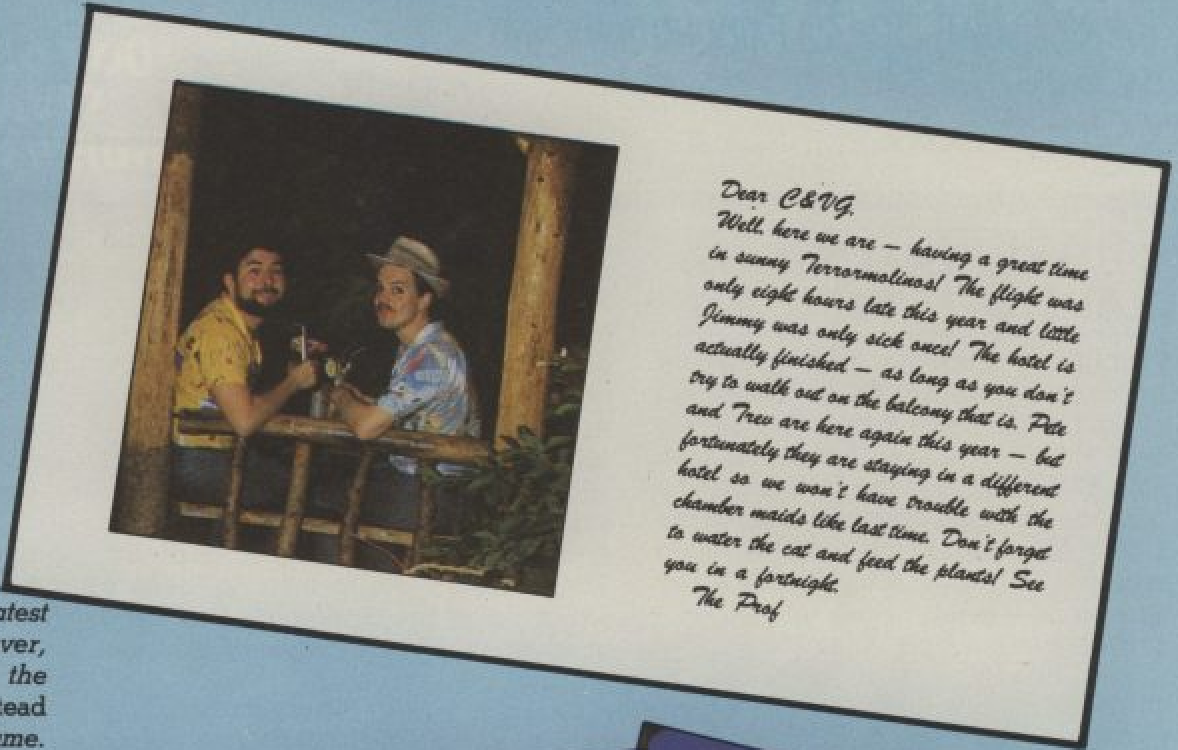
Thanks to the following readers who contributed towards the clues printed below: Mario Faraone of Rome, Stephen Trask of Rochdale, Glen Terlouw of Ridderkerk, Leigh Drake and Jane Sellwood of Sheffield, Lee Adams of Corby, Mark Hardwidge, and Jon Slack.

SPOOF:
To swim from the island, remove (if worn) and drop the suit of armour given to you by Sir Lancelot.
MINDBENDER:
In the sewer, hook the chain onto the lever (in two commands) when near the substantial grating. Watch for the water and don't wear your boots!
VALKYRIE 17
To get to Schloss Drakenfield, get in the taxi and say "To Schloss Drakenfield." You will need the fare! Seeing a diamond should be enough to make you shake with excitement!
KENTILLA:
To cross the moat, first save Timandra and visit Zelda. Then go to the moat and wait.
GROUND ZERO:
Don't be nasty to your neighbour by burgling his house — try his shed instead! And give up digging, there is nothing to be dug!
EUREKA CARIBBEAN:
Something metallic from the pool will get you in!
EUREKA ROMAN TIMES:
How do you greet Nero? Hail Caesar in Latin (literally) after winning the race!
Wait on the road by the army camp until after dark, then take the chest from an unlit tent. A stream holds the key to the eagle.
EUREKA GERMANY:
A uniform is made with a kit under the boards from blankets and polish.
An ID needs some development before it bears your stamp.
MESSAGE FROM ANDROMEDA:
After pointing a rod at the plate, a sphere might look the same when rotated, but all's not what it seems!
CASTLE OF TERROR:
The man in the pub has a lot to say.
GREMLINS:
Give the gang a film show to keep them off your back!
SHERLOCK (Spectrum):
Tell the cabbie to go to Slater Street. Good luck to you!
FANTASIA DIAMOND:
Orchestral sounds may lead to a musical opening — provide the men with the tools of their trade!
SPIDERMAN:
If you are feeling MYSTified, direct your feelings!
CLAYMORGUE:
The gravity of the situation becomes apparent when you find you need to permeate for more than just a tin opener!
SPHINX:
The boat is in the castle, beyond the iron passages.

TERRORMOLINOS!

COMPETITION





Wish you were there? Probably not. But if you enjoy self inflicted suffering you probably already like playing Adventure games — and that's what we've got on offer to 30 prize winners in our great Melbourne House Terrormolinos Competition.

Terrormolinos is the latest and greatest game from Peter Jones and Trevor Leever, the odd couple who brought you the ultimate social climbing game, Hampstead *— last year's surprise hit adventure game.*

For their new adventure Pete and Trev have delved into their worst nightmares and created the ultimate package holiday game. It's based on everyone's nastiest holiday experiences and will have you rolling in the aisles of your packed Jumbo jet as you head for the good old Costa Brava!

The idea of this new game is to reach your holiday destination and come back with 10 holiday snaps — reproduced on the screen of your sand-encrusted micro in glorious Saucivision!

And it's the object of the game that gave us the idea for the competition.

What we'd like you to do is send us your most amusing, embarrassing — or just plain hysterical — holiday snaps. They don't have to be from your holiday this year — maybe you've got a favourite shot tucked away in the archives.

The first prize winner will get a special Terrormolinos *Hawaiian shirt — like Pete and Trev are wearing in the picture, a special C&VG bucket and spade for the beach and a copy of the Adventure.*

Twenty nine runners-up will get a copy of the game, which runs on the Spectrum, C64, Amstrad and BBC machines, plus a nifty C&VG tee-shirt just right for the trendy person about the beach.

Don't forget to enclose a stamped addressed envelope if you want your snaps back! We'll print some of the best ones, too.

Fill in the coupon shown and stick it to your entry which must reach us no later than September 16th. Normal C&VG competition rules apply and the editor's decision — however odd it may seem — is final!



C&VG/ MELBOURNE HOUSE TERRORMOLINOS COMPETITION
PLEASE FIX THIS COUPON TO YOUR ENTRY.

Name..

Address..

....

....

Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐ BBC ☐

Shirt/T-shirt size: SMALL/MED/LARGE (delete where applicable) AND DON'T FORGET A STAMPED ADDRESSED ENVELOPE IF YOU WANT YOUR SNAPS BACK!

BUG HUNTER



— WRITE TO ME AT: COMPUTER & VIDEO GAMES PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. OR PHONE ME ON: 01-251 6222.

OUR CORRECTIONS HAVE GOT ERRORS!

First of all this month, let's look at the errors within errors. We couldn't even get our corrections right to the games DOTMAN on the Amstrad and SMARTY BERTY on the BBC micro! So here we go again. The two lines of the DOTMAN program which allow you to type in the graphics using CTRL key should have read:

```
1 FOR F=1 TO 18 : READ A :
  KEY DEF A.103+F.71+F.199+F
  : NEXT
2 DATA 44.35.45.37.36.38.46.
  34,27.67.50.60.51.42.55.59.
  63.43
```

We also showed you how to download the BBC program, SMARTY BERTY, if you've got disc drives. We've no idea where the '¼' sign came from.

```
FOR I%=PAGE TO TOP : ?(I%+
  &E00-PAGE)=?I% : NEXT

PAGE = &E00

*TAPE
```

BOOK OF GAMES HICCUPS

Now to the *Book of Games*. On the whole, we seemed to come off pretty lightly on the old error front. Now, that doesn't mean that you all have to start trying to find errors so that you can write in just to upset us!

To begin with, we had a few enquiries about a number of programs which later turned out to be okay. These were KEYCHASE (BBC), RED FRED (Spectrum) and SEWER RATS (Commodore 64). We've typed these in ourselves, from the magazine listings, so we know they work. Therefore, in those immortal words from the *Hitch Hiker's Guide*, "any problems you may still have are your own". Seriously though, if you do have a problem, please give us a ring. We're only too happy to help, and sorting out your problems may help us to avoid similar mistakes in future.

Now to the real problems and, in particular, the dreaded hash symbols, '#'. Our printer really seems to loathe these and will willingly replace them with any rubbish it can think of. The two programs in the *Book of Games* where this happened were: SPECTRANAUT (Amstrad) — lines 590 and 940, and ROCKFALL (Spectrum) — lines 1000, 1005 and 8010, where the printer has substituted a ')'. Also on ROCKFALL, the symbol graphics commands in line 6000 should have been underlined. We've taught our printer to behave when using the Spectrum, but keep your eyes peeled for unusual symbols on the Amstrad.

The only other enquiries we've had have been with SPECTRANAUT on the Amstrad (other than the funny symbols) and the two Atari programs, POWERBOAT and SHOW JUMPING. Unfortunately, the few error reports which we have heard about on these tend to differ so much that it's hard to believe that the program is entirely at fault. It's certainly impossible to be able to tell you whether or not we've got any definite errors in these listings. If anybody out there has successfully typed in one of these programs, or found and corrected an error in the listing, please let us know.

We've already had quite a few enquiries concerning the poor quality listing for the Atari program, ANNAPURNA in the August issue. So here we are, hot off the press, we've tried to pick out the unreadable lines:

```
2515 FOR D=0 TO 6:IF RF(D,0)=RF(D,1)
     THEN POSITION 8+5*D,3:? "  ";
     :NEXT D
2530 FOR D=0 TO 6:POSITION 6+5*D,6:?
      EQ(D);:NEXT D
2550 FOR D=0 TO 6:POSITION 6+5*D,8:?
      TN(D);:NEXT D
2570 FOR D=0 TO 6:POSITION 6+5*D,10:
     ? FD(D);:NEXT D
4240 IF RF(M4,1)>=RF(M4,0) THEN 4280
```

THE KEY TO KEYCHASE

We've had a few enquiries about the game KEYCHASE for the BBC micro. The problem here is a "No such variable" message at line 11060. This is the penultimate line, containing the VDU statements for the logical colour changes. The variables in this line are PBM, MC, KC, DC, FC, BC and LC, which are all initialised in lines 11010, 11020, 11030, 11040, 11050 and 11055 respectively.

So, assuming that the initial GOTO 11000 in line 11 is correct, there won't be any problem. One person avoided this error message, but just got a blank screen.

I'm still wondering whether these enquiries were from lots of people coincidentally getting the same problem, or the same person using different names!

Also, here's some information to help you find and correct errors. If a program stops at a particular line for any reason, you should first check the line then, assuming that the line is correct, print the values of any variables on the line.

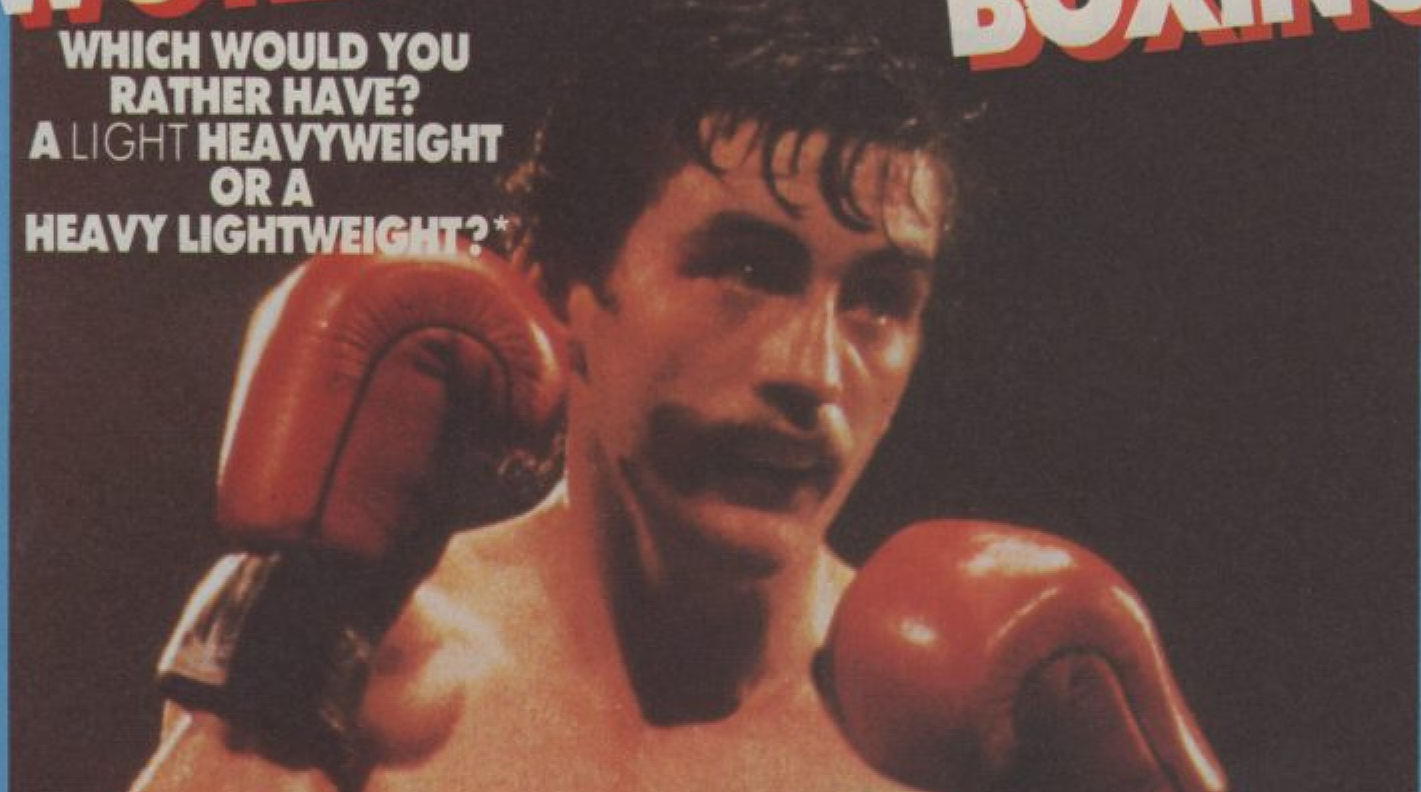
For instance, many programs tend to stop unexpectedly in the middle of a loop containing a READ statement. By printing both the loop variable and the variable read, you'll be able to tell how many items were successfully read and what the last value was. Using these, you could then check through your DATA statements to find the error.

Knowing these values would be very helpful when you contact me with an error, because I'll then be able to tell the exact situation when the program crashed.

CALLING ALL WHIZZ KIDS!

To finish off this month's column, here's a plea to all you whizz kids (and the older kids!). We know that there must be lots of genius-level programmers out there typing, correcting, pulling apart, putting back together again and variously improving the listings that we print. So how about dropping us a line with your own program customisation, and get your name in print in future *Bug Hunter* columns? We hope that the reduced error count in recent listings will encourage even more of you to start mangling the listings for your own uses, with better graphics, faster action and so on. We're always pleased to hear from you.

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING



Barry Mcguigan World Championship Boxing. The first computer boxing game to give you 'real-life' action with all the style and strategy of the big fight.

Round One. You're up against 19 top boxers including, the champ himself, Barry Mcguigan. You'd better box clever to beat these boys.

Round Two. You're aiming for the title. Time to create your very own boxing partner. You decide how he looks, how he fights. You put him through his paces to build up stamina and endurance.

Round Three. What a fight! What a champ! It's a knock-out!

*We know he is the best featherweight,but we thought it was a good line.

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Alligata Software Ltd 1 Orange Street, Sheffield S1 4DW Tel: (0742) 755796



C&VG — GET BACK INTO SHAPE!

Dear *C&VG*,
I had never bought *C&VG* before but borrowed a friend's copy from time to time. However, I decided to splash out 95p for the July issue. I find your magazine is very good, but there are a few constructive criticisms that I cannot help but mention.
1. Your letters page is pathetic. You boast a readership of 95,000 and yet you devote one meagre page to six letters. Letters are very important, as producing a magazine is a two way process between the readers and the producers. Six letters in one issue is nowhere near enough.
2. Your reviews are inadequate and marks out of ten do not give a wide enough scope. I also find it hard to believe that you only have one reviewer on a game. This does not reflect an overall opinion, but someone's personal views on a game. I take as one example the review of the Amstrad version of *Knight Lore* in the July issue. The reviewer said: "Overall, I liked the game — which is not something I could have said about the Spectrum version" 99.9% of the population thought this version was the best thing since *Lords of Midnight*, so the reviewer is in the minority. I was also amazed to see the BBC version score higher on all points — including graphics.
3. Professor Video's Games Workshop is not good enough. We want pokes, we want infinite lives and real juicy cheats for the absolute beginner who still hasn't completed *Atic Atac*. A pokes section is the answer. I was going to moan about the program listings, but if you keep them in a separate book I can just throw them away every month and enjoy the magazine.
Now I have pulled your magazine to bits, I must strive to put it back together again. It is the ONLY games magazine that satisfies all computer owners. It is fair and unbiased, with the greatest Adventure helpline in the universe. You even cut the adverts by about 25% — so nobody can complain about that.
I hope you print this letter, as it may encourage people to write in with their opinion of the magazine and it is the readers' views that count, as it is us who buy the magazine.
Get busy.
Keith Blomerly
Manchester
Editor's reply: As far as the comments on Professor Video are concerned, the pokes etc have to come from the readers, so if we don't get any sent in we can't print any.
So stop moaning and send me in some!

USER FRIENDLY TV STARS

Dear *C&VG*,
In the issue dated July, Max Headroom was heralded as being the world's first computer generated TV presenter. Alas this may be untrue, because in the book *Creative Computer Graphics* by Annabel Jankel and Rocky Morton, User Friendly is reckoned to be the world's first computer generated TV presenter.
He was part of a moving sequence created at the New York Institute of Technology Computer Graphics Laboratory.
Please could you tell me which one of the articles is true?
Mark Johnson
Staffordshire
Editor's reply: The answer to your question, Mark, is Yes and No. User Friendly came first but we don't think he ever made it onto TV. Therefore, Max was certainly the first to broadcast. Besides, Max's jokes are a lot better than User Friendly's.

BUT THERE IS JOYSTICK CONTROL!

Dear C&VG,
I was happy to see a review of our *Star Avenger* game for the Amstrad in the May 1985 issue of *C&VG*, but was most concerned at some of the comments in it.
The major point of concern is the question of joystick control which is stated as being absent. This was the case on a very early version of the game, but joystick control was added last year!
We would be grateful if you could point this out to your readers since it would obviously greatly affect their summing up of the game.
Jon Day
Sales Manager
Kuma Computers Ltd

ARCADE ACTION ROBBED!

Dear *C&VG*,
The July issue was great — competitions, posters — excellent! I've collected *C&VG* since the May issue 1983 and will continue to buy it. I can't wait for the new look — great work, team!
But what happened to the letters page and Arcade Action? No colour, no double pages!
Sinistar Murray
London

DRUBBING FOR DROPZONE

Dear *C&VG*,
Concerning your Hall of Fame, can I lay two points to rest.
First on *Dropzone* a man who comes into my shop can, and has proved he can, score over 1 million — his highest that I have seen was 1,096,210. When you get over 1 million, instead of saying 'your rank is xxxxx', it says 'you are a megastar'. I hope this bit of info helps to prove his claim — his name is Rik Carr of Bradford and his size is very large.
Also it may interest you to know that I have three computers (Atari, BBC and CBM64) and the Atari *Dropzone* is much faster and plays much better, so expect much higher scores from CBM owners. Rik's score was done on my Atari.
The second point is about that dreadful game *Ghostbusters*. The most money you can get is 999,900 with no name and the code 31222646. It may also interest you to know the shortest number is 614. For 300,000, the secret of the game is not to play it. Buy a compact, ghost bait and one trap then sit outside GHQ. Press B on marshmallow alert and move your car only when the key and the lock get close to Zuul. As this resets them to the outside after four marshmallow men, you will go straight to Zuul then go past the marshmallow man and it is game over. This applies to both Atari and CBM versions but I don't know about the Spectrum.
M.E. Holdron
ABC Computers
PS Please print your cut-outs on the back of adverts so I do not have to destroy an article.



NO PRIZES FOR COMMODORE?

Dear *C&VG*,
I am writing to complain about your totally unreliable Golden Joystick Awards. Game of the Year — Knight Lore? Impossible Mission beats it hollow. Software House of the Year — Ultimate? What about US Gold, Taskset, Epyx, Activision etc? Programmer of the Year — The Ultimate team? The voters don't even know their names. What about Jeff Minter, Bruce Carver and David Crane?

What did you do with all the Commodore owners' votes? Lobbed them in the bin probably or said "They don't count!" This is an absolute farce and the results show that nearly all the award winners are Spectrum software houses.

Also, the Game Of The Month for the past two months has been Squishboard (Spectrum to you) games. Is this because they are better than some of the Commodore games reviewed? No, it is to please the immortal *C&VG*-loving Squishboard owners. Recently, your space given to Commodore articles has greatly decreased. Please try and give more space to Commodore features. Do you know why the Commodore has been taken off the shelves of our local Boots store?

Regarding your listings, why not put up the price of the mag and enclose a cassette with the games already saved on it? It would be more convenient and far quicker.

I agree with Mark Pearson (*C&VG* June). All the good software is coming from the States. The only really good British software houses are Ocean and Taskset. Come on British houses! Up the standards of games and see off the Yanks.

Anyway, the magazine is great apart from the problem mentioned earlier. Thanks for such a superb magazine.
David Sayers
Co. Londonderry
N. Ireland

Editor's reply: You make quite a lot of points, David, Let's take them one by one.
1. Far from being "unreliable," the Golden Joystick Awards were the result of how our readers voted. We didn't throw any Commodore votes away — fans of the 64 were just out-voted.
2. The Game of the Month accolade goes to what we think is the best game. It's as simple as that. You may have noted that August's Game of the Month was for the Commodore.
3. We understand Boots has dropped the Commodore because the store wasn't making enough money out of them.
4. Giving a cassette of games away with *C&VG* each month would be very expensive. The price of the magazine would have to rise considerably to pay for this, and we don't think our readers would like that.

TIE-BREAKERS TOO TOUGH

Dear *C&VG*,
I love your magazine and I read it whenever I can get to it (that's between my mum, dad and older brother). When I do get it, I rush to the competitions — the prizes that are given are so much better than in other magazines — but the questions baffle me. Please could you print some competitions for your younger readers?

To cut down the amount of people who enter, put the age down to say 15 and younger which could give us kids a chance to win prizes we like and enjoy. But, please, please, don't be tempted to put in a tie-breaker! Nowadays every kids' competition has a silly tie-breaker and I am sick of them. The computer kids of today would appreciate it if you could take this into consideration.
K Bond
Edmonton

Editor's reply: Thanks for the compliments. I think you'll find several of our recent competitions were aimed at our younger readers. But we will try harder.

JUST A BUNCH OF WALLIES!

Dear *C&VG*,
You really do have some wallies writing for you, don't you!! I am referring to the piece in the July issue by Paul Coppins.

I should imagine he was trying to say that Atari themselves hadn't done any Adventures, though why the hell that matters I don't know — no computer manufacturer is relied on for software.

The trouble is he has given the impression that there are no Adventures available for the Atari at all, and that is rubbish. All the best Adventures — ie those from Level 9, Adventure International (Scott Adams, Jim Pearson's and Brian Howarth's) and, of course, Infocom and the rest of the American software houses — are all available for the Atari.

And when you can already get the best, why bother with mediocre British Adventures?

In the end I think you will get the message — ATARI RULES OK!!
Ken Ward
President
Norwich Users Group

DRAGON'S ALIVE AND PRINTING

Dear *C&VG*,
In August 1984 a National Dragon Users Group was formed in an attempt to counteract the persistent Dragon obituaries that were being published in some magazines. So far we have had a fair bit of success and membership is growing fast.

We produce a monthly newsletter which runs on average to about 10-12 pages. We have various special offers running, not least of which were green screen monitors at 30 quid a piece (none left now!). The content of *Dragon Update* differs from month to month but regular columns include OS9,ASCI corner (adventures and simulations), Redundant Informtion Dept., Pixel Park (arcade) and various hardware projects.

Membership fee at the moment is £7.50 a year which may seem a bit steep but hopefully the price will drop sometime in 1986. If anyone is interested in joining or would like further info, then write to Paul Grade (NDUG), 6 Navarino Road, Worthing, Sussex or myself.

Come on all your Dragon Users, put telewriter to printer (or pen to paper)!!
Neil Scrimgeour
Corby
Northants

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



THE LISTINGS ARE GREAT!

Dear *C&VG*,
I have never written to a magazine before but felt I had to in this instance. With regards to the letter from Roger Musson, Edinburgh, he asks "Does anyone really type in all those long programs?".

Reading some of the correspondence in a number of the computer magazines, I have come to the conclusion that the writers of letters feel that the computer is for "whiz kids" only and that anyone who does not have the knowledge to write their own programs should not own one.

I am 58 years of age and have recently had to retire through ill health. I have very little education, again due to ill health and, as I live alone, was not looking forward to early retirement. I purchased an Amstrad 464 to while away the hours and it is probably the best buy I have ever made in my life. I never expect to be able to write my own programs but I like nothing better than to spend an hour or two typing in a listing, and am highly delighted when the programme runs successfully, as in the case of your listing Defuse.

As you rightly stated, the price of software is increasing and listings are still the cheapest way of providing software. You ask are they too long, too short or too many? My answer is, in my own case, they are not long enough and there are not enough of them.

It could be said that the answer is to go out and buy a listing book. I did and typed in five programs, none of which were successful due to the fact that the author had in all cases sent the program to GOSUB lines which were non existent. Had these programs been printed in your magazine (heaven forbid), I would have been able to contact you and would have received an answer or a correction in the following month's issue. How do I get in touch with the author of a book? The book in question was *Sensational Games For The Amstrad* by Jim Gregory. Perhaps one of your readers has succeeded in solving the problems in this book, particularly the Pontoon program? This looks like a good game but unfortunately lines 81,135 and 136 contain GOSUB 11100 and there is no such line.

Your magazine is first class. Please do not change it. I would like to send my heartfelt thanks to all your contributors of listings and sincerely hope that they carry on the good work.

R. McClenaghan
Liverpool

LESS ADVERTS — MORE COMPUTERS

Dear *C&VG*,
In reply to Mr Hank *(Mailbag)*, if he likes the adverts so much, then why doesn't he get *Exchange & Mart*.

Mr Wood also likes the ads. He likes them so much he wants them numbered. I buy magazines because I have a computer and wish to learn as much as I can about it. If I wanted to look at pictures then I would get comics — they are all much cheaper.

But seeing as I am above the picture stage, I would like to see more on the art of computing.

May I make a suggestion? Why don't you fill the whole magazine with adverts and charge the same price and also print another magazine with just the few pages of any interest to us computer buffs and sell that for half the price. This would suit me and I am sure it would suit the majority of your readers.

Let's hear from the readers. We have to have the adverts we know but we also want more on what the magazine is all about — COMPUTING!

Thank you
A Haynes
West Midlands

MAKING FUN OF C&VG

Dear *C&VG*,
I am a regular reader of *Computer & Video Games*. In my view your magazine is the best computer magazine on the market. You do a top class job when you review games, you offer us pen pals and help us out with your problem page.

You always have plenty of competitions which give us the latest information on the new games coming out and so much more — all for just a measly 95p.

How do you manage to charge so little?

Where do you get all the information from to fill your magazine with so much enjoyment?

I've got a suggestion that can improve your magazine — if that's possible. My suggestion is to have a computer joke page which you could call — Poke the Joke. This joke page could be all jokes about, or concerning, computers — it would be great fun and it's a totally original idea.

So how about it? We all know the *Computer & Video Games* team are game for a laugh.

Lee Overton
Boston
Lincs

DON'T IGNORE US — PLEASE!

Dear *C&VG*,
I should like to point out that though you produce a very good magazine for people with Spectrums and CBM64s you usually seem to forget about other machines, Acorns in particular. There are always games listings and reviews for Acorns, but rarely any competitions, special features etc.

It seems to me that the Speccy and CBM get more than their fair share. Maybe you could add something for the Beeb or Electron . . .?

A tip for Acorn owners. Do you have games with noises that keep your family awake all night? Do you grouse and grumble because you have been banned from playing them? Then do so no more. Let *FX210,1 come to your aid. What it does is to disable the loudspeaker which means that your games are soundless unless you use *FX210,0 to re-enable the loudspeaker.

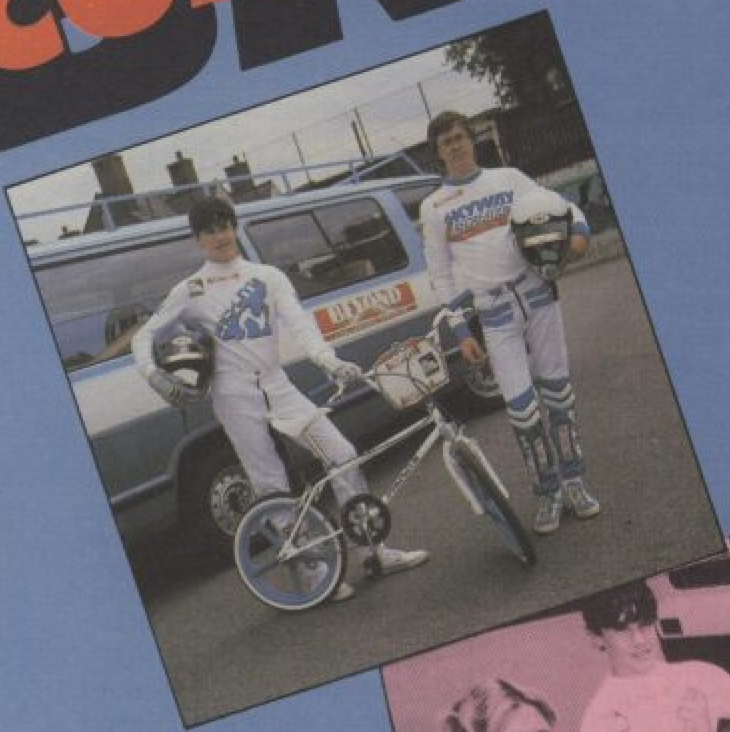
By the way, if this letter gets printed, will the Ed not make a point of the fact that there are more Spectrums and CBMs than other computers in Britain? I still think they get more than their fair share and anyway there are 400,000 BBCs and 100,000 Electrons in Britain!

Roderick Warren
Lewes
E. Sussex

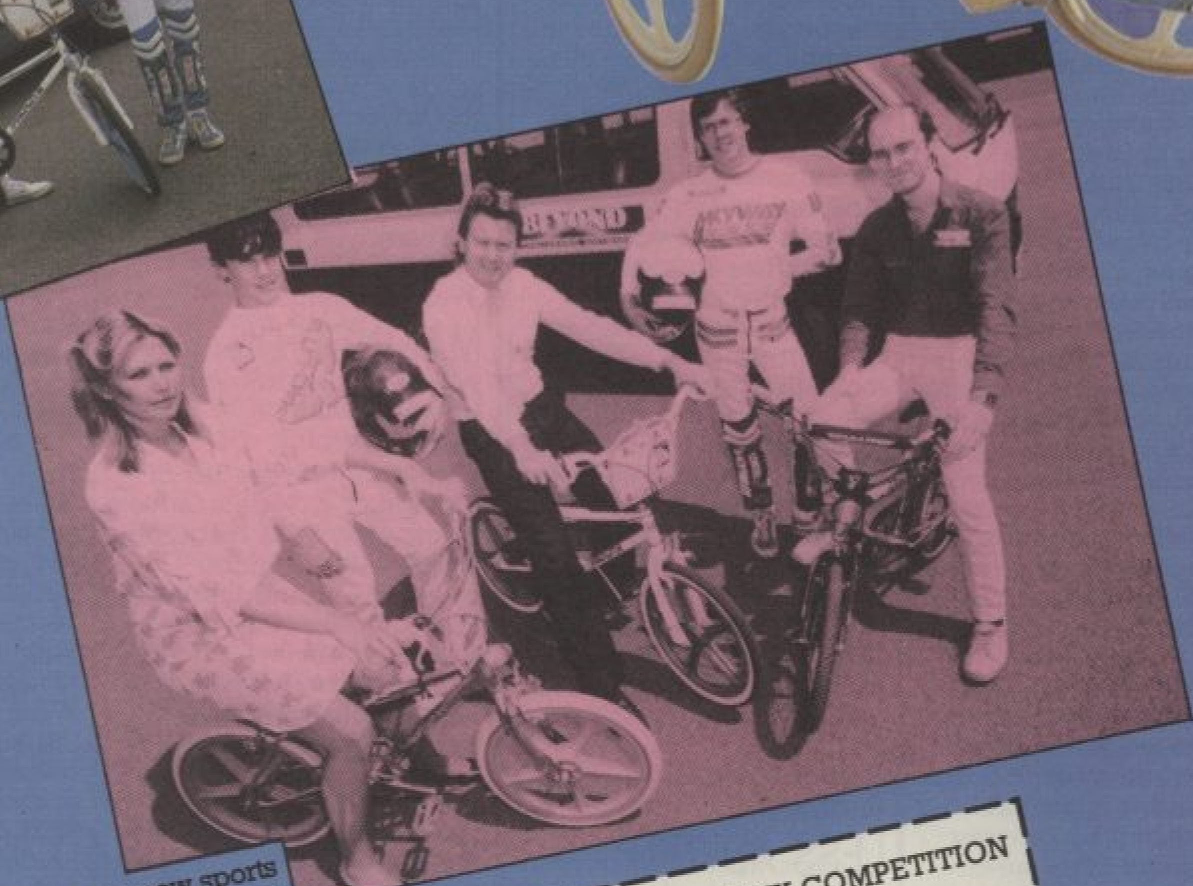
Editor's reply: I'm sorry to say, Roderick, but it is true that most of our readers do own machines other than Acorns — and *C&VG* reflects that. We will make more efforts to include competitions for ALL computer owners, though — as far as we are able. Let's hear from other Acorn owners, too!

BMX COMPETITION





Two members of the Skyway Pro-lite BMX freestyle team with the top prize BMX racing bike.



Beyond's Mary Lineham, Bill Delaney and software editor, Simon Goodwin.

BMX racing is one of the top new sports for youngsters in Britain. It's fast, furious and needs a lot of skill.

And now *Computer & Video Games*, together with Beyond Software, is giving away a super BMX racing bike as top prize in another great competition.

Beyond, the masters of innovative games software, is sponsoring the Skyway Pro-lite BMX freestyle team for its 1985 tour.

The team has appeared on Channel 4's BMX Championship series.

Beyond's managing director, Bill Delaney, says: "We are conscious of the dual interests of many of our end users and saw this as an opportunity to utilise the benefits of parallel marketing and increase awareness of our name and products.

"BMX freestyling is all about fun and excitement and we would like to think Beyond's products also reflect this image."

C&VG/BEYOND BMX COMPETITION

Name..

Address..

....

....

QUESTIONS

1) What does BMX stand for?..........

....

2) One member of the Skyway Pro-lite BMX team is the UK freestyle champion. Name him......................

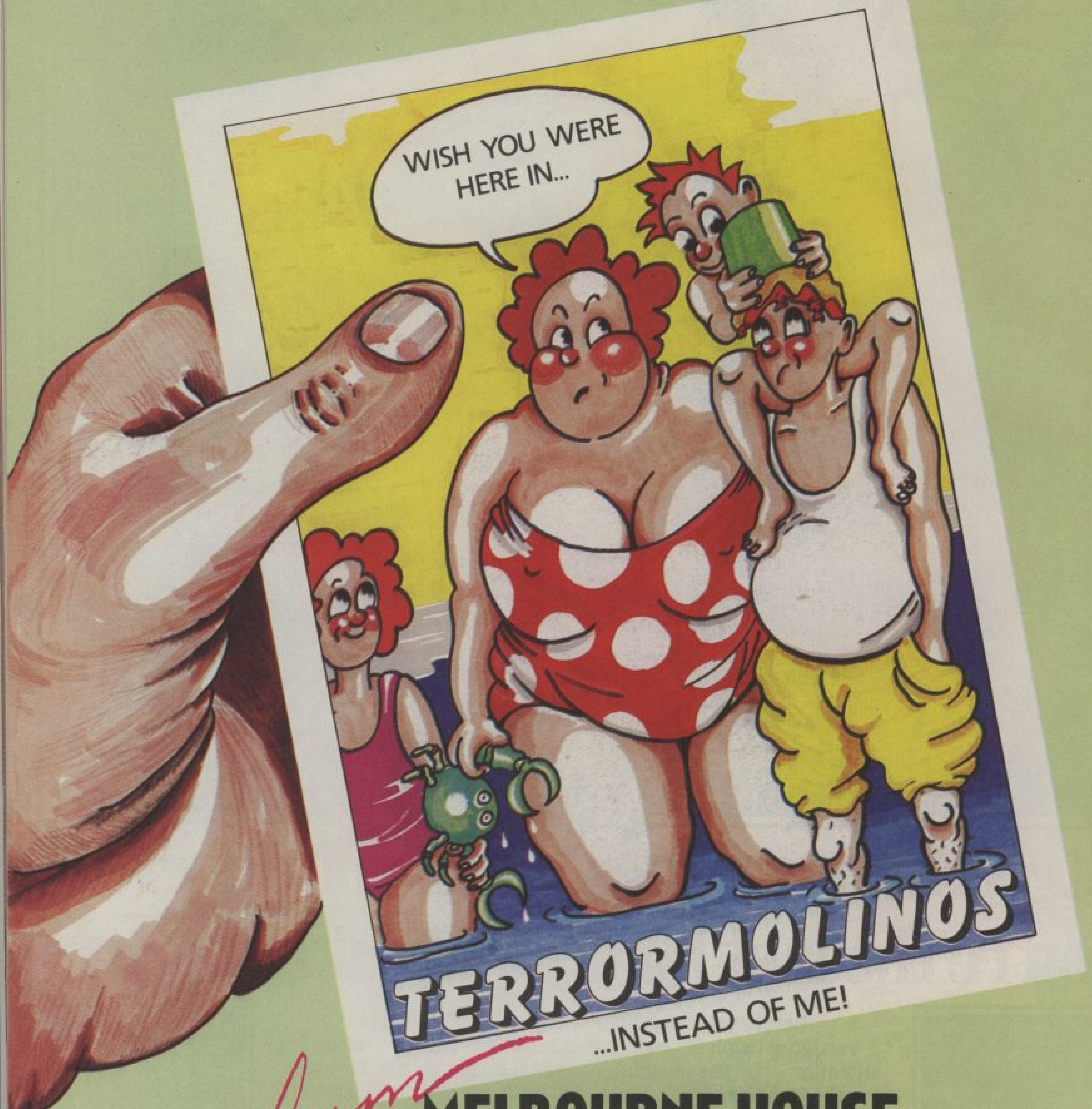
....

3) Doomdark is a character who has featured in several Beyond games. Name them.............................

....

The closing date is September 16th and the editor's decision is final.

JUST WHEN YOU THOUGHT IT WAS SAFE TO HAVE A HOLIDAY...



from

MELBOURNE HOUSE

TERRORMOLINOS is an outrageous holiday spoof set on the Costa Brava – a cartoon style graphic adventure full of saucy postcard humour, based around everything that can go wrong on a package holiday.

Why spend a fortune going abroad when you can get gippy tummy in the privacy of your own living room?

TERRORMOLINOS! Don't make it your last resort!

Available for Spectrum 48K and BBC/Electron , Amstrad and Commodore 64 at £7.95

(BBC/Electron version does not feature graphics).

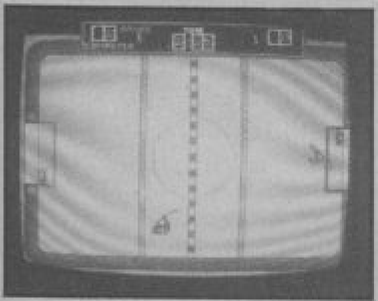
Melbourne House (Publishers) Ltd., Castle Yard House, Castle Yard, Richmond, TW10 6TF. Trade enquiries call 01 940 6064

ARCADE ACTION

HAT-TRICK

The craze for sports simulations continues and there must be a game now for nearly every action sport. Manufacturers will have to come up with some original ideas soon as tiddlywinks and fishing are about all that's left and they would hardly translate into the most stimulating of arcade games.

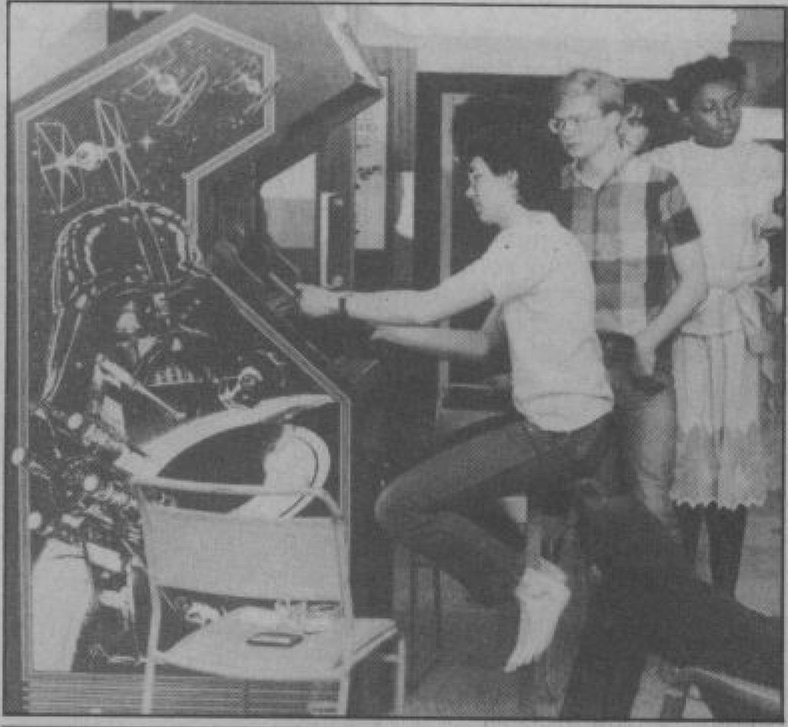
Bally/Sente has obviously racked its brains and has come up with *Hat-Trick* an ice hockey match with just one player in each team. You would think that that would be marginally less boring than a simulation of an egg and spoon race but you would be wrong. *Hat-Trick* is fast, addictive and leaves you sweating almost as much as you would be when playing on ice. Granted, I did play it in the middle of a summer heatwave!



The whistle blows and the puck skids down the centre line. You have to be quick as it rushes past, otherwise there is a mad scramble when it bounces off the side of the arena. As soon as you are close enough, the puck attaches itself to your stick though it's quite easy to dislodge when tackling. For shooting, just press the firebutton and with any luck you will score.

What is so impressive about the game is the simulation of playing on ice. At first the joystick feels sluggish. You can't stop suddenly or turn on a sixpence as you could on land. As on ice, when moving very fast, it takes a while to stop and the skidding and sliding motion is well portrayed. It is therefore much harder positioning yourself to shoot and tackle, unlike a football simulation where you can turn and run in any direction accurately.

Definitely play this one — it should be a hit.



ALIEN BASHING RECORD

The Force was certainly with three Leeds students as they recently smashed the world record score for Atari's *Star Wars* arcade game.

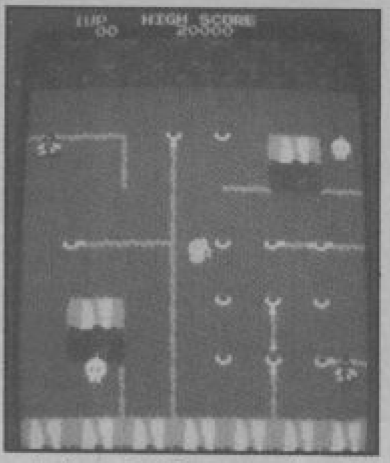
In five days two hours and 26 minutes of strength-sapping play they scored 1,000,000,012 points, beating the previous known record of 155,000,000.

The world record — achieved by Flavio Roberts, Dave Roberts and Mike Ohren — raised £50 for Leeds Student Charity Rag.

The marathon zapping session started at 12pm on June 15, and finished at 2.46pm on June 20. It was also featured on Yorkshire television.

SANTA GETS NASTY

Have you ever wondered what happens to Father Christmas after the festive season? Most people think he hangs up the reindeer and puts up his feet for a well deserved rest. They are wrong and you'll learn why when you play Namco's *Dig-Dug II*.



In fact old Santa exchanges his sled for a pile-driver and catches the fast boat to a cluster of islands inhabited only by fire-breathing penguins and ball-like things. It is here that a battle takes place.

As usual, he starts on the easy islands first in an attempt to rid them of undesirables. Each island is pock-marked with a number of holes, some of which are joined by brown lines. You have to rush round avoiding the firebreathers and, using the pile-driver, join the holes together. Sounds easy? It's the quickest way I know of losing 30 pence in about three seconds.

As the holes are joined together, great chunks of island fall into the sea. Hopefully, a few penguins will go down as well.

As the island gets smaller and smaller, there should hopefully be fewer nasties to kill — though at the end, there are always one or two that manage to remain on the same two square feet of island that is left. If that is the case, it's time to resort to more traditional methods and just blast them.

With practice, the game gets easier though more challenging. A simple game that is worth a try.

HOGAN'S ALLEY

Hogan's Alley from Nintendo is so similar in concept to Sega's *Bank Panic* (*C&VG* May) that if it wasn't for the difference in graphics, they could almost be the same game.

The idea is just the same. As a random mixture of both innocent and guilty persons flash up on screen, you must fire at the gangsters but not the smiling cop, the aged professor and what could be his daughter.

A gun — it could be a bad replica of a Colt 45 — is placed outside the machine. Pick it up and blast away.

For practice, you are given five fairly easy screens before the pace hots up. A row of three placards on poles appear facing away from you — trigger finger at the ready — they turn round and the bullets fly. Points are scored for pumping the grimacing gangsters full of holes, but lost if you knock out the others.

In later screens, you are presented with a variety of situations. One is a ghost town in which a string of placards appear in open windows, doorways and around the sides of buildings.

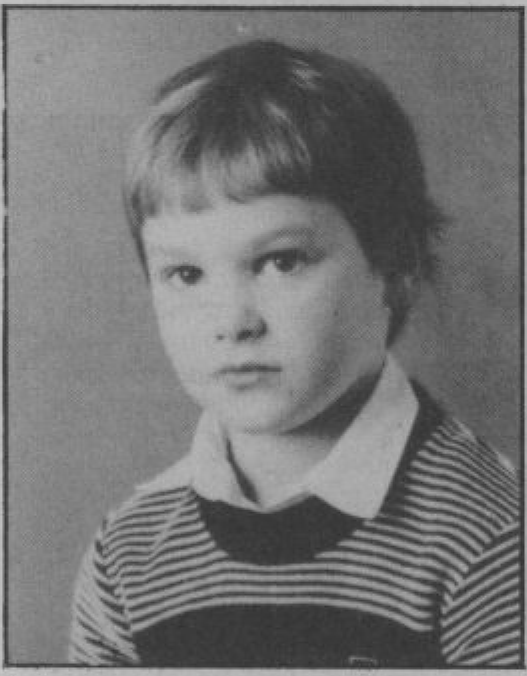
Popping away at anything that moves is useless — more often than not you kill the wrong ones. When you do manage to score a hit, there is a loud ping and the placard whizzes round as an invisible bullet strikes it.

Aiming can cause problems. As can be appreciated, it is very difficult to sight down the barrel with your arm held straight in front of you in a busy arcade. More likely the gun will have to be held at waist height and hitting anything is more a matter of luck than skill.

However, a ray of hope for those who fancy themselves as sharp-shooters. If you miss, there is just time for a second shot and if you are really fast on the draw — perhaps a third try.

Hogan's Alley will not appeal to everyone but it is a fast shoot-'em-up of sorts and does make a pleasant change from the huge numbers of space battles that rage daily in the arcades.

HALL OF FAME



SMARI EIMARSSON

This issue we are continuing our new look Hall of Fame. We are still printing your high scores of your favourite games — but the REAL challenge is the *C&VG Hotshot of the Month* title.

How do you get to be a *C&VG* Hotshot? Simple. Just get a high score on our nominated Hotshot Game of the Month and send your score in on the form provided to *Computer & Video Games*, Hotshots, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Then we'll pick out the two highest scores and invite them to come to the *C&VG* offices in London where we'll hold the play-off.

The winner will get a special Hotshot package — and the loser won't go away empty handed either. So don't delay — get your score off to us today.

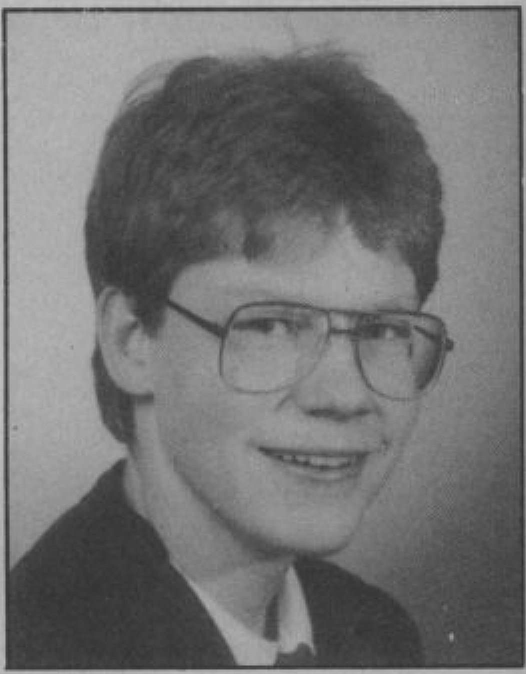
This month's Hotshot Game of the Month is *Hypersports* by Imagine — for the Commodore 64.

Hypersports is a superb all action sports simulation which first made its mark in arcades and pubs across the country. Now Konami have licensed the game to Imagine to produce it on the Commodore, Spectrum and Amstrad.

The program simulates — among other things — swimming, weight lifting and the triple jump.

The two highest scorers in our *Dropzone* Hotshot Contest were Cameron McDade of Wakefield, Yorks who scored 1,700,000 and Simon Stokes of Birmingham who managed a high score of 1,450,000.

Both Simon and Cameron will be coming down to London to our offices for a face-to-face *Dropzone* battle — and the winner will go home with a fantastic Hotshot prize.



CHRIS KRUEGGER

Bruce Lee

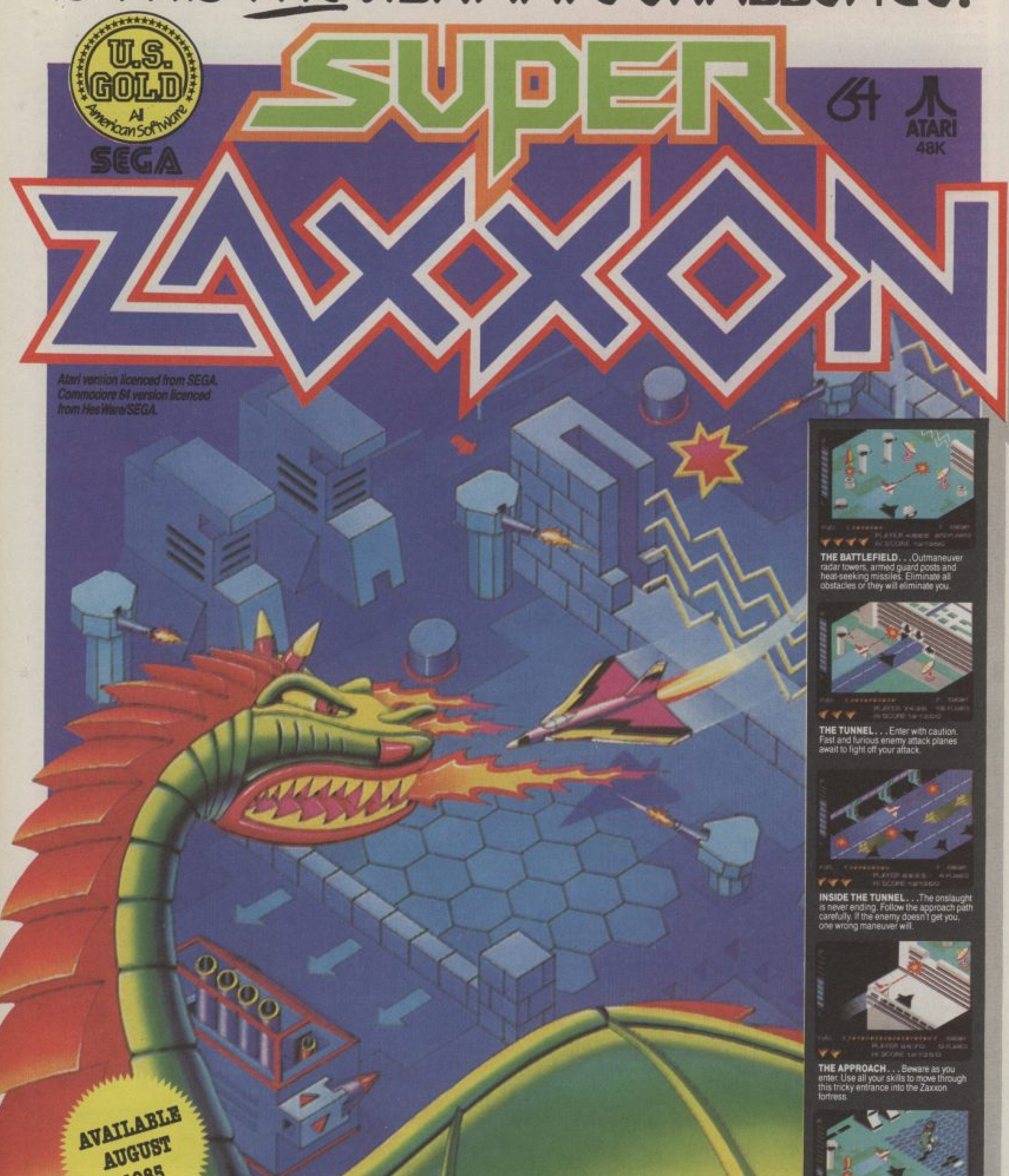
1) Steven Mitchell, Buckie, Banffshire — 2,300,850
2) Smari Eimarsson, Reykjavik, Iceland — 2,035,350
3) David Clayton, Smallwood, Cheshire — 1,998,564
4) Patrick Dolan, Eastbourne, Sussex — 1,997,891
5) Mark Brown, Sleaford, Lincs — 1,288,625

Starstrike

1) William Thompson, Newcastle-upon-Tyne — 5,932,275
2) Richard Lemmon, Markfield, Leicester — 2,032,800
3) David Clarke, Telford, Shropshire — 1,779,200
4) Chris Kruegger, Delmenhorst, W. Germany — 984,400
5) John Charlton, Wallsend, Tyne & Wear — 193,600



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TI99/4A software: Extended Basic K35, 7 others + 3 cassettes only £4 each (including Parsec, Invaders, Alpiner). Tel: 061 224 2829 or write to 36 Egerton Road, Fallowfield M14 6XA.

ATARI OWNERS: Character Set Designer (superb) Phone for details. Also Atari 400 — good condition £35 ono. Phone Steve on 07072 67331. (Also interested in software swaps with other owners.)

C64 games to swap: I have over 1200 programs. I have tape and disk. Send your lists for mine. John Simenko, 2 Hale Street, Seacombe Heights 5047, South Australia, Australia.

SPEEDWAY MANAGER, can you take your team to the top of the British League? Only £4.95 for Spectrum 48K, Electron and BBC's. Also available Balloon Factory £2.95 for Spectrum. Send cheques/P.O.'s to Oscarsoft, 35 Park Street, Weymouth, Dorset DT4 3DF.

48K SPECTRUM with Interface II tape recorder with over 80 games cost £370 will sell for £190. Phone 0708 854891.

SPECTRUM GAMES — Psytron, Alien 8, Shadows of Fire, Match Day, Ghostbusters, Daley's Decathlon, School Daze, Soft Aid, Gift from the Gods, World Baseball, Lords of Midnight, Brian Jacks Superstars, swap or sale. Dunstable (0582) 606423 ask for Warren.

CBM 64. I have an incredible 1,000 good games on disk to swap with very latest titles. Send list to T. Blanchot 57 rue des Fougeres, 57070 Metz, France.

COMMODORE 64 owners wishing to swap software. All new American and British games. Contact Oogly Software, 22 Ryelands Close, Rochdale, Lancashire OL16 4UE.

COLECOVISION games £7 each. Space Fury, Ventures, Looping, Space Panic, Donkey Kong Jnr, Lady Bug, Zaxxon, Mouse Trap, Mr Do!, Carnival, Cosmic Avenger also Rollerball with Slither game £20 and Turbo with steering wheel also £20 phone Darlington 57994.

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48K SPECTRUM plus over £50 of original software plus cassette recorder and manuals still boxed sell for £100. Phone Simon at Ongar (0277) 363287.

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YOU TOO CAN save your best Spectrum programs "Headerless"! Stratosoft's latest utility, HLs, allows you to load, save and inspect headerless cassette files. Its Microdrive compatible, and available on cartridge for only £5 from J.G. Robinson, 11 Bells Ville, Durham DH1 2HY.

EXPLORE THE innermost secrets of the Spectrum Rom, or any machine code program, with disass, the amazing new disassembler from Stratosoft, supplied on microdrive cartridge with helpful hints and full documentation from only £5 from J.G. Robinson, 11 Bells Ville, Durham DH1 2HY.

ATARI USERS! C.MOS. The monthly newsletter for Atari owners. News, Reviews, Adventure, or £6 yearly issue, 50p each and issue 1 now. 2 out or send cheque or postal order to Alan Wheatley, 48 Cameron Crescent, Buckle, Banffshire, Scotland AB5 1AD.

48K SPECTRUM, Sharp cassette recorder, Ram Turbo joystick interface, Boss joystick, Cheetah Speech synthesizer, RAT plus interface. Over 180 games. Will sell for £190 ono. Telephone 01 554 0595 after 4pm and ask for Liam.

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ELECTRON software to sell or swap. Call 0269 361096 and ask for Mark or write to Tanygraig, Four Road, Kidwelly, Dyfed, SA17 4SL — also BBC software for same deal.

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SPECTRUM 48K Miscellaneous: Chuckie Egg II £4, Formula 1 £4, Kempston Joystick £7. Plus H.C.W. magazines (worth £20) £5 or the lot for £18. Phone 0686 25137 after 6pm. Ask for Steve.

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BBC 'B' all leads, Quickshot and Sureshot joystick, over £250 of software including Knightlore, Elite, Castle Quest, some books and utilities, £295, phone Harlow 36071 and ask for Simon.

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ATARI 400, Program Recorder, Basic Programmer's Kit, including Basic Cartridge and manuals. All boxed with instructions and in excellent condition. Sell for £65 ono. Phone (Southampton) 0708 732247 after 4.30pm.

MAGAZINE OF TIPS, tons of tips and pokes on many loading games like Alien 8, Everyone's a Wally etc. Send stamp and 80p to James Driscoll, 78 Headtone Lane, Harrow, Middlesex HA2 6HU.

SPECTRUM 48K for sale, 54 original games. 2 tape recorders and Interface 2 for £250 ono. Telephone 01 639 3774. Ask for Richard. Games worth about £350. Tape Recorder worth £40 sell for £250 ono.

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COMMODORE 64 games to swap, many American games. Only disk. Send your newest software in return of my newest, and a list. Johnny Kristensen, Jorgen Bronlundsvej 8, 7100 Vejle, Denmark.

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